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Computer GAMER

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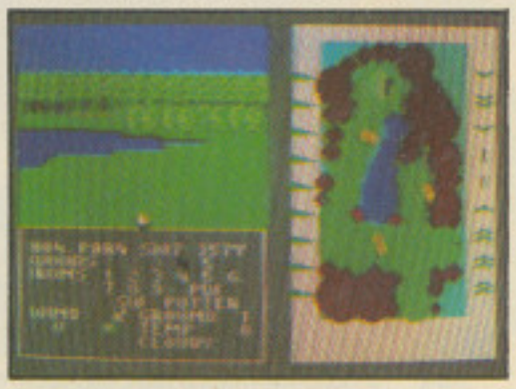

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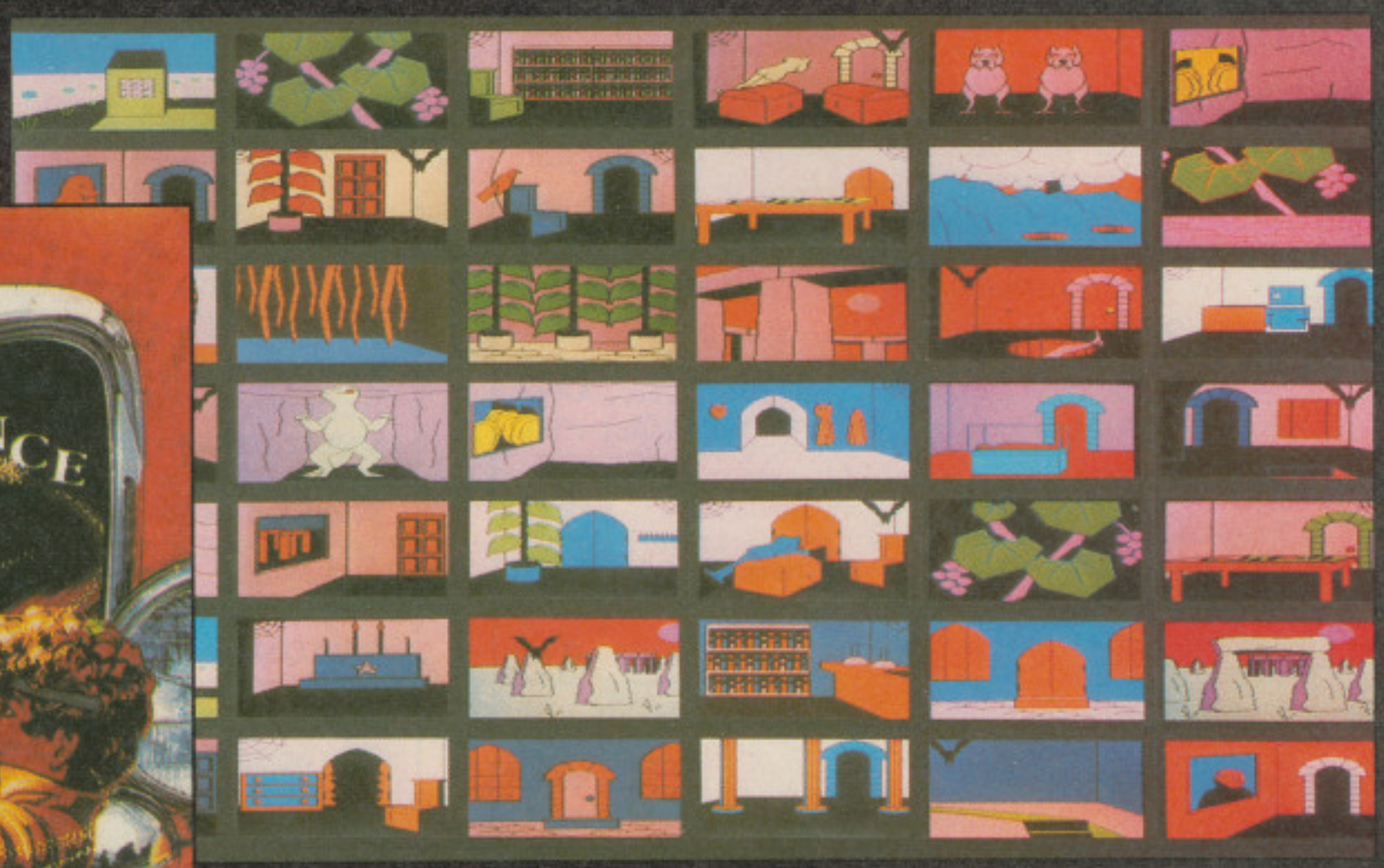
Breakdance now a budget game



42 screens from the Price of Magik

Here are just 42 of the 200 + pictures featured in Level 9's next adventure.
This mammoth adventure is the sequel to Red Moon and will be available soon for Amstrad, C64, MSX and Spectrum computers.
The game features your attempts to defeat an evil Sorceror and save the dying Red Moon in an adventure containing over 1,000 commands

US Gold's Americana

US Gold is to bring out a series of budget games.

Released under the new Americana label the games will cost £2.99 and include titles written by US giants Synapse, Datasoft and Epyx.

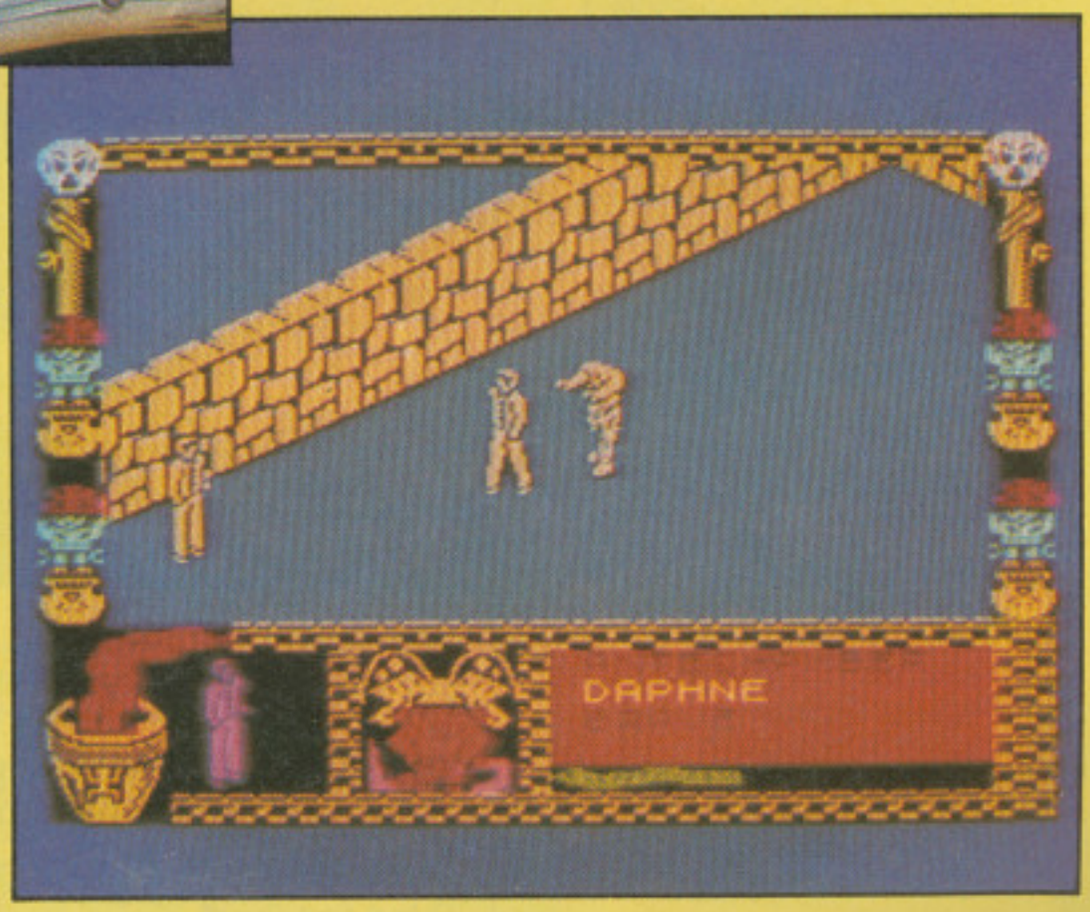
The first releases are Slamball (C64), New York City (64, Atari), Shamus (64, Atari), Scooter (64, Atari) and Ollics Follies (64, Atari).

US Gold plan to extend the range with titles for C64, Spectrum, Atari, Amstrad and MSX computers including a Golden Oldies series rereleasing titles such as Breakdance from Epyx.

New for the C64 is a compilation tape aptly called Arcade Classics.

The tape contains four Datasoft arcade games for the price of one (£9.95).

So if you want a copy of Mr Do, Dig dug, Pole Position or Pacman to complete your collection, then this is for you.



Splitting Image

According to Domark it's next game has absolutely nothing to do with TV's Spitting Image.

It is in fact an updated version of a sliding block puzzle.

By sliding blocks around a square board the players must build up pictures of people such as Maggie and Reagan.

However, you will also have to fight off nasties that are out to get you but there is also the opportunity for bonuses. These can be earned by, for example, guiding Dennis to a bottle.

Splitting Images will be available soon for Spectrum, C64 and Amstrad computers.

Pyracurse

A 3D Arcade adventure for the Spectrum is to be the next game from Hewson.

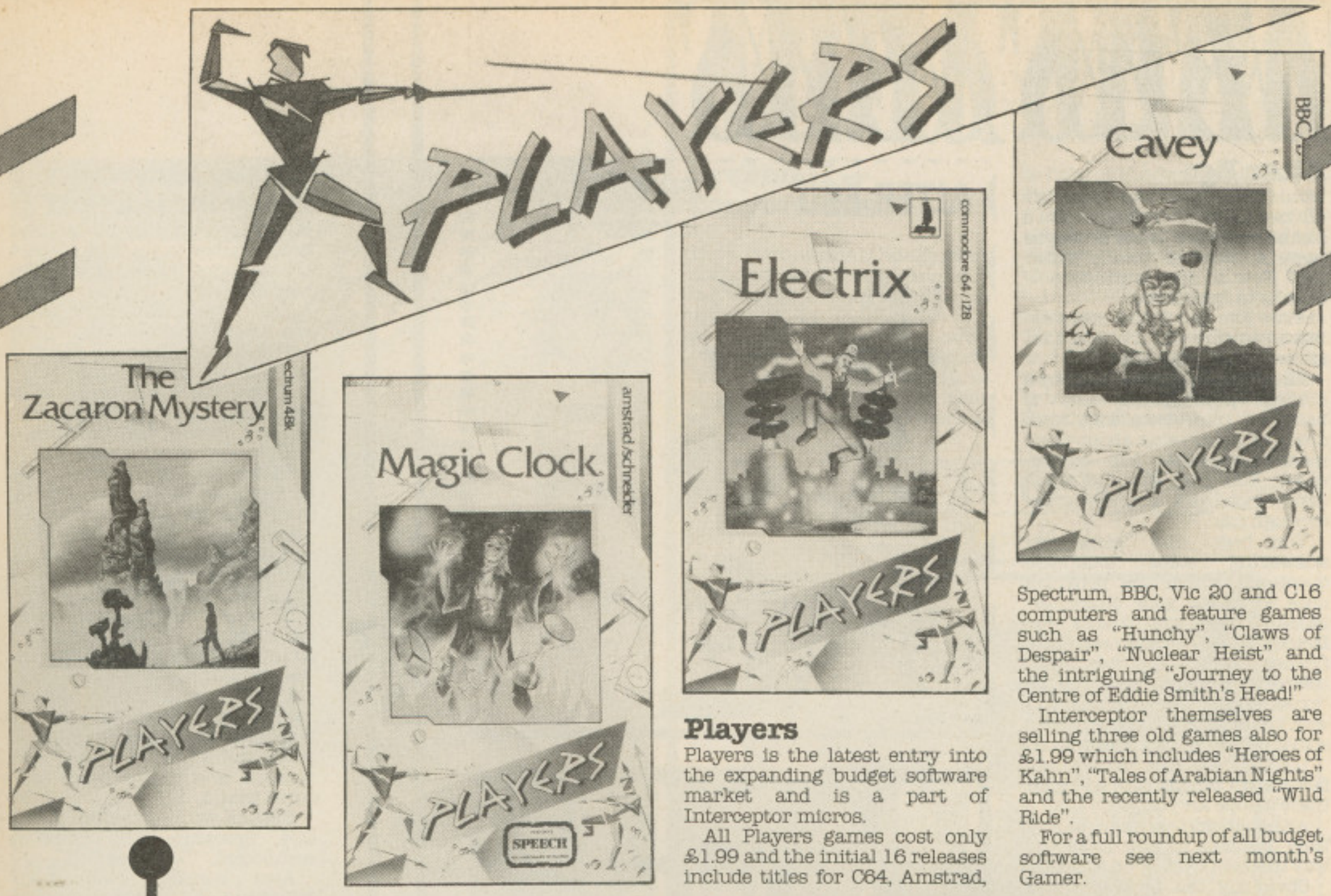
The game stars Legless O'Donnell, reporter at large for the Daily Excess who is assisted by archaeologist Professor Rodger Kile, Frobize the dog as they try to save the delicate Daphne Pemberton-Smythe from the curse of 'Xipe Totec, an ancient South American god.

The game is the result of developing techniques used to create Hewson's Spectrum chart-toppers Avalon and Dragontorc.

However the "adventure movie" rooms of these games have gone and are now replaced by what Hewson describe as "an isometric 3D projection with full hidden object removal and high speed multi-directional scrolling"!

The screenshot not only shows this (I think) but also our hero fleeing from the clutches of a deadly Robo-Guardian.

Hewson Consultants seem to be able to do no wrong. There latest Spectrum game Quazatron is featured in an in depth review in this month's Gamer along with a players guide to their chartbusting C64 game, Uridium.



Players

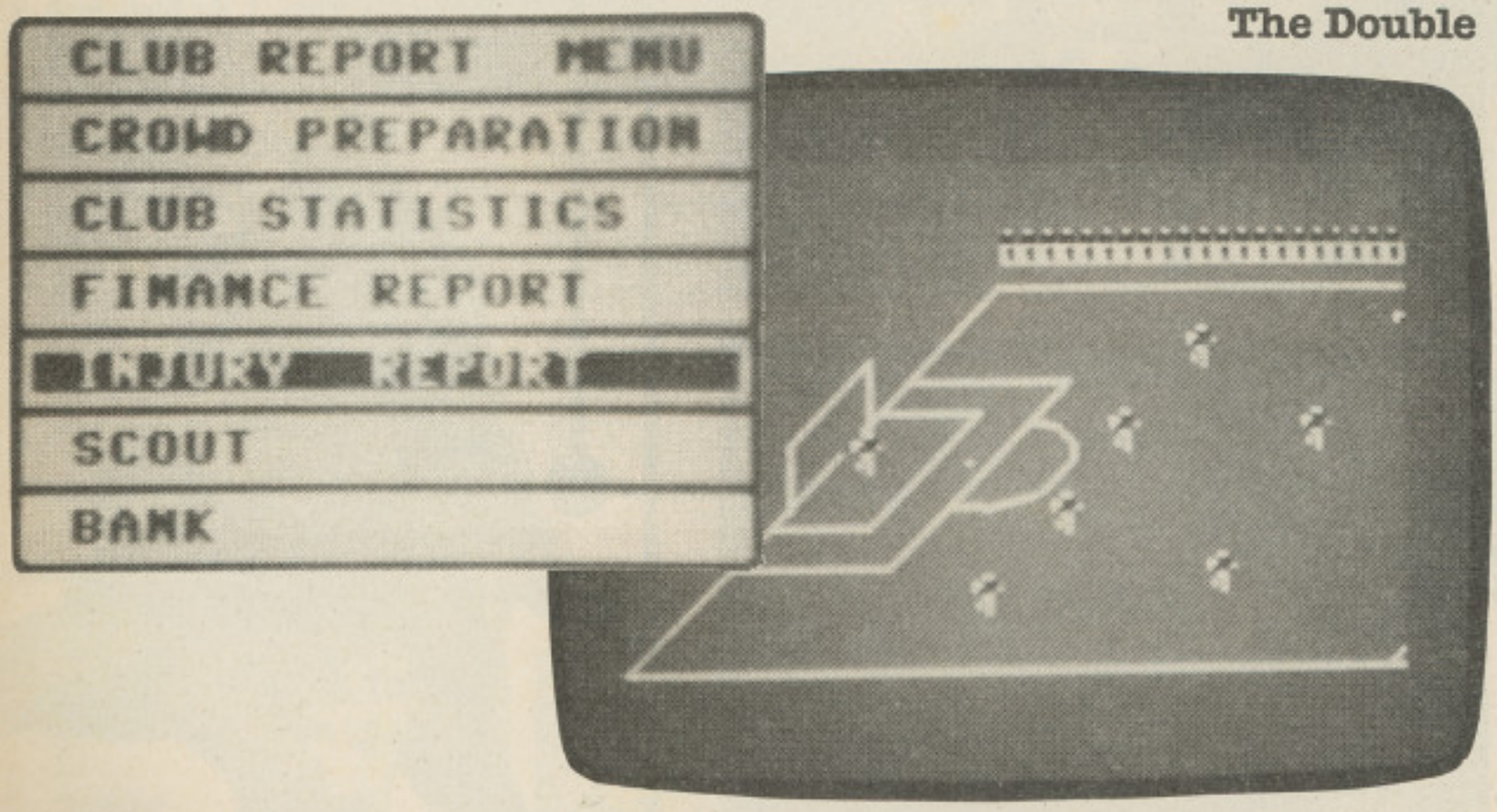
Players is the latest entry into the expanding budget software market and is a part of Interceptor micros.

All Players games cost only £1.99 and the initial 16 releases include titles for C64, Amstrad, Spectrum, BBC, Vic 20 and C16 computers and feature games such as "Hunchy", "Claws of Despair", "Nuclear Heist" and the intriguing "Journey to the Centre of Eddie Smith's Head!"

Interceptor themselves are selling three old games also for £1.99 which includes "Heroes of Kahn", "Tales of Arabian Nights" and the recently released "Wild Ride".

For a full roundup of all budget software see next month's Gamer.

The Double



The Double is the latest football challenge for C64 owners and is set for release in time for the World Cup.

The game is the first from a new company, Johnson Scanatron and is a football management simulation endorsed by Everton's Boss, Howard Kendall.

The first difference that football addicts will notice with this game is that you don't start off with your favourite club! Instead you are offered a job with a third division side with which you must try for promotion.

If you're successful with your first club then perhaps you'll be offered the job of managing one of the big clubs. There you can aim for glory in both the league and the FA Cup — The Double.

Before you can order the champagne there's a lot of work to be done. You have to hire staff and buy and train players for your own club as well as scout the opposition for tactics to avoid and good players to poach. All this while worrying about players' wages, ground improvements and policing for matches.

The Double is a massive game, featuring 66 teams and 1130 individual players (each with separate tackling, passing, kicking and shooting skills), that will challenge C64 owners for £10.95

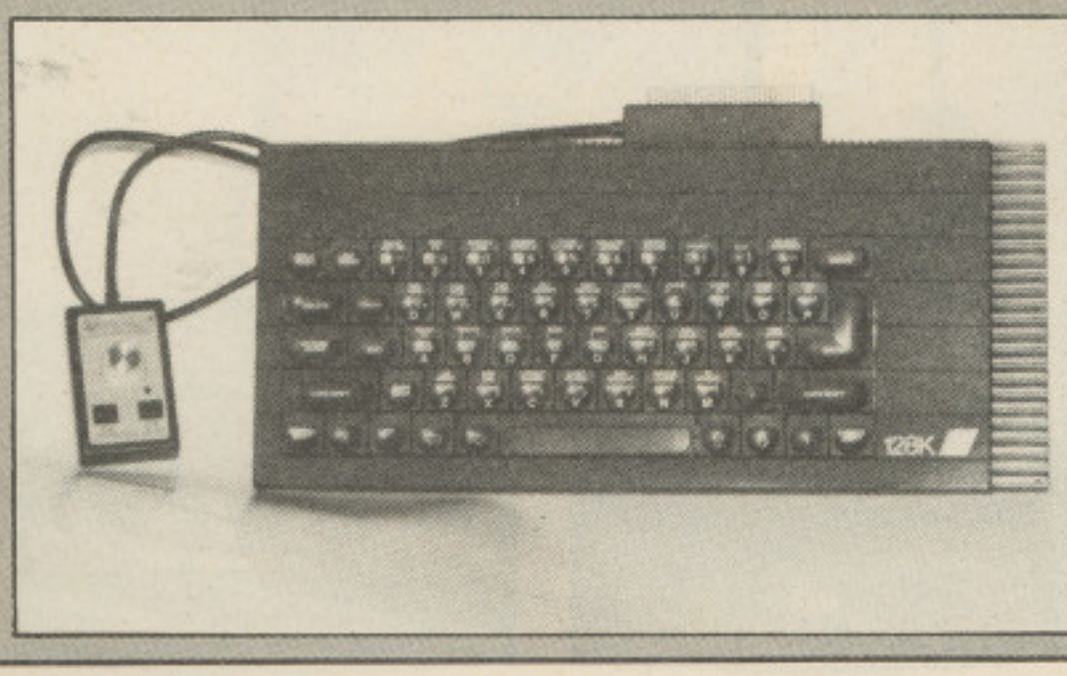
Domark's Peripherals

Following an agreement between Domark and peripheral manufacturer Nidd Valley, Domark will be releasing a series of add ons for home computers.

The Slomo speed controller is a hand held device that allows you at the touch of a button to slow down or freeze a games action. This invaluable aid will help gamers plan routes through difficult screens. The Slomo plugs into the expansion ports of Amstrad and Spectrum computers and costs £12.95.

The Slomo Pacesetter Joystick Interface also costs £12.95 and combines the Spectrum Slomo with a Kempston compatible joystick interface.

Finally the new Domark "Periware" range include a Digimouse for Amstrad, Spectrum, C64 and BBC computers that can be used in games in place of any joystick.



NEWS NEWS

Alter Ego

Would you like to start your life all over again? Perhaps you'd like to skip a few years or maybe even be someone totally different? Now all this is possible — thanks to Activision.

Alter Ego is a 3 disk roleplaying adventure for the C64 that allows you to play life!

The program was written by a clinical psychologist and is based on interviews with hundreds of Americans about their most memorable life experiences. You play some of these experiences as you progress through life.

You begin the "game" by answering some true/false questions which the program uses to decide your characteristics. These are marks for factors such as calmness, confidence and happiness that referee your responses to the life "experiences". For example, you won't be able to get a date if your social behaviour is appalling.

Luckily you can build these factors up during the game so there's hope for you yet.

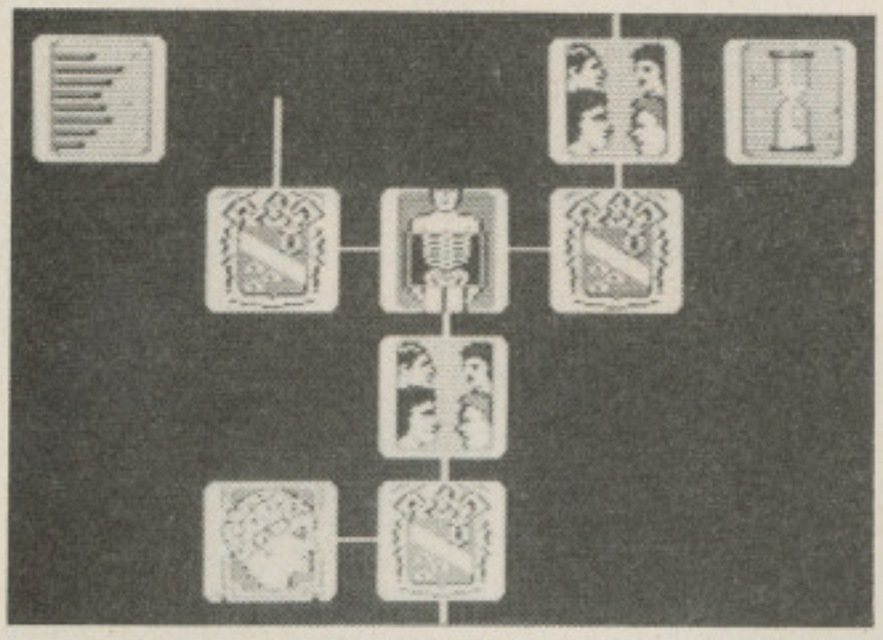
Although you can start at any level, it's best to play it all the way through from birth to death.

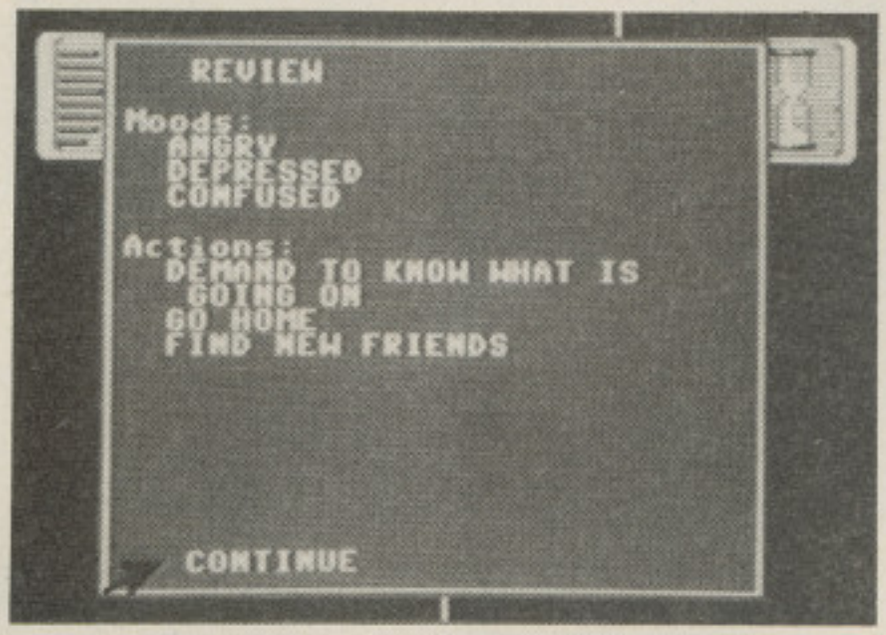
Obviously the problems and challenges facing you at each age differ but they all have the same format. Each presents an adventure style situation and a number of options from which you can choose with these leading to more and more options.

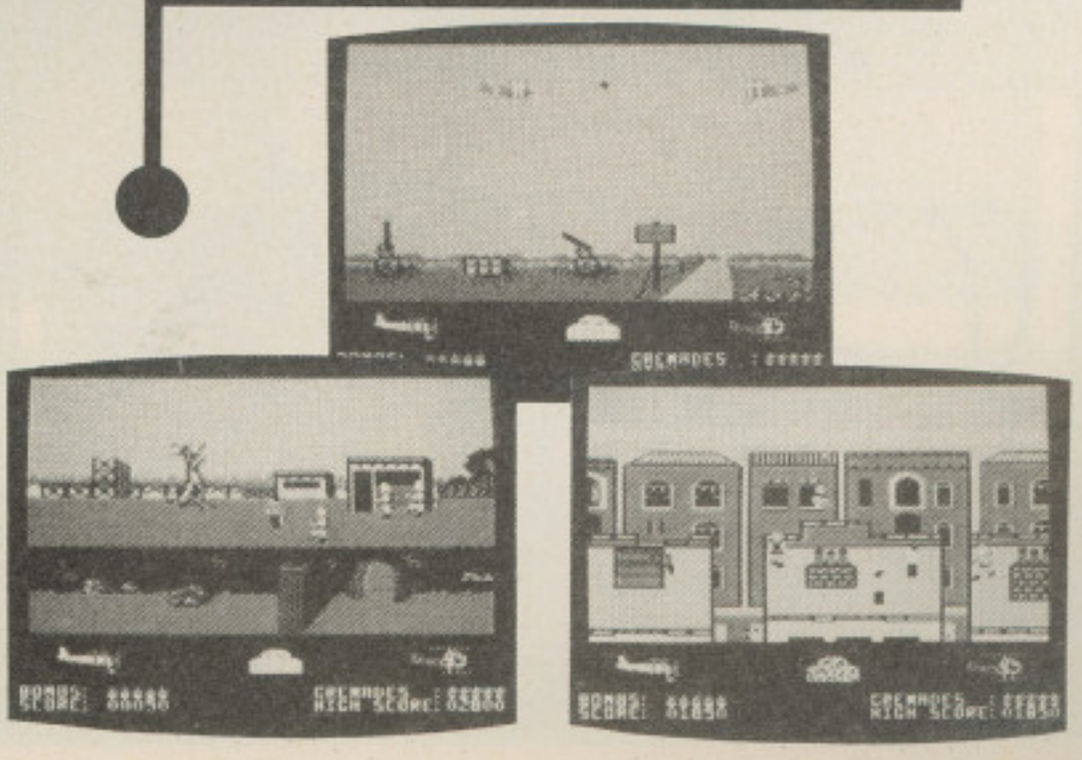
When you're an infant you spend your time working out the best way to get attention, later at school you discover girls! Adolescence brings its own problems (how to date girls with a face full of spots) as does young adulthood (finding a job), adulthood (starting a family), middle adulthood (the kids are growing up) and finally old age, where you try to do as much as possible before you finally keel over.

Alter Ego is available in both male and female versions and is very American so be prepared to have a "Mom" and to "play ball" for the "Senior Sluggers"!

After that lot your own life should be easy!







Tubular Bells

After a hard gaming session you can now relax to a digitised version of Mike Oldfield's classic Tubular Bells.

Released under CRL's Nu-Wave label this program allows you to watch or draw pretty patterns on the screen in time to the music.

CRL themselves are just adding the final touches to C64 Tau Ceti.

Meanwhile Pilgrim author Rod Pike is getting his teeth into his next CRL adventure which is based on the original Bram Stoker Dracula.

No it's not the usual Christopher Lee/Peter Cushing battle but the classic tale in which you will have to control several characters in your fight against the Count.

Biggles almost ready for take-off

Mirrorsoft are just adding the final touches to their multi-part arcade game based on the film hero Biggles.

The three parts to the game are linked to sequences in the film and all must be completed if you are to complete the game.

If you are killed or reach a crucial part in one of the games you are transported to another where a new challenge awaits.

In the first part you must pilot your biplane behind enemy lines, your mission, to locate and photograph the enemy's secret weapon while avoiding ground and air attacks.

In part two you're dodging your way through treacherous trenches and a secret network of tunnels to photograph the secret weapon test site.

Then it's on to a deadly rooftop race to escape with the pictures before flying back in a modern police helicopter to destroy the weapon and rescue your captured friend.

Biggles will be taking off in C64, Spectrum and Amstrad computers.

Also coming soon from Mirrorsoft under its Medusa label is a ball game called Action Reflex. Originally for the Spectrum but being converted for the C64, the game tests your skill and reflexes as you guide a ball through 25 screens of a fiendish course including such obstacles as crushing machines, bottomless pits and vacuum tubes that suck you up. Completing a course within the time limit leads you onto another of the game's 4 courses.

NEWS NEWS

Game Killer

Have you ever wanted to walk straight through a game without being killed by the enemy? Now C64 owners can do just that with the help of Robtek's Game Killer.

The Game Killer is a cartridge that allows you to block the games sprites that form missiles and nasties that would normally kill you. You can even select an option that allows you to blast them while you can walk through unharmed.

The Game Killer costs only £14.95 and is best used to see a game's screens or levels before you start playing it.

Details from Robtek on 01-209 0118.

Archon II — Conversions

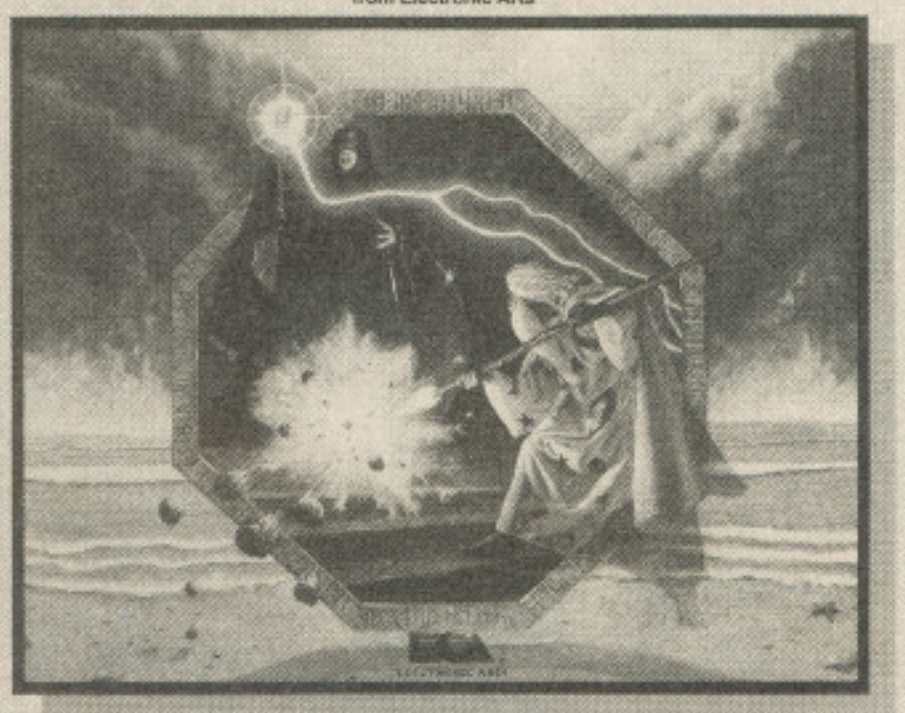
The superb arcade strategy game Archon II, which was featured in last month's Gamer, is to be converted by Arioloasoft for Atari and Spectrum computers.

The game features a magical battle between four adepts of good and evil in which they summon creatures and demons to fight in the four planes of Fire, Earth, Air and Void.

Atari Archon II will be available in May on cassette and the Spectrum version is expected this summer.

Other forthcoming Ariolasoft releases include Spectrum Terrors of Trantoss, Toadrunner and 3 Days in Carpathia as well as the latest game from Electronic Arts, for the C64, titled Standing Stones.

ARCHON II:
ADEPT
from Electronic Arts



ariolasoft

Ultimate BBC Battlezones

Ultimate have released a compilation of three of their best games for the BBC.

The tape, titled Battlezones, features two classic shoot 'em ups, Lunar Jetman and Jetpac, as well as the 3D arcade adventure Knight Lore.

Cosmic Battlezones is marketed by US Gold and costs £9.95.

Superior Tips for Games Authors

Superior Software have launched a major campaign to find programmers for all of the major micros. Part of the drive is the publication of a free booklet called "Top Tips for Games Authors" that includes invaluable aid for budding programmers.

Chapters in the book cover selecting the computers you should write for, how to present your work to software houses and how to get the best deal out of them. Later sections deal with thinking up games ideas and tips on writing the code and designing graphics.

Finally there is a section about Superior themselves and their games.

Superior's existing team of programmers are working on the Amstrad and C64 conversion of Speech and the sequel to the award winning Repton II (— Best BBC Game — 1985 Gamer Awards) which is to be the aptly named Repton III.

This new expanded version will contain more fiendish features as well as an icon driven screen and character design. The additional problems include a fungus that must be blocked in before it spreads throughout the whole screen and a timebomb that will explode if you run out of time. Superior hope to release BBC, Electron, Amstrad and C64 versions of Repton II in time for Christmas.

Mini-Vac

Now at last a present for the computer owner who has everything. A vacuum cleaner for their computer!

£16.95 gets you a handheld, battery powered vacuum cleaner complete with reusable dust bag and two extension pipes that will get all the dust and fluff from around your keys and out of your joystick ports.

If you want to beat the Christmas rush contact Authenticity on 021-337 3352.

Once more we track throughout the courses of the planets and the interstellar wastes, to chart the progress of your celestial lives. Read on to discover what fortunes await you.

Aries the Ram

Summer is approaching and your woolly coat will no longer be needed. You deserve a holiday in the sun and this seems to be indicated in the movements of the celestial bodies. May be a quick game of Terrormolinos is in order or perhaps you should venture outside the jumbled jungle of your computer room and steal a glimpse at the sun to refresh your memory.

Taurus the Bull

Your native wit and charm will make this month a red letter occasion for you if play your cards right. Look out for rivals who till try and match your prowess or even exceed your outstanding skills in intellectual pursuits. Don't lend anyone your copy of Ultima IV, they're very likely to steal your limelight and your game.

Cancer the Crab

Beware, the savage beasties, the green and hairy monsters and the hooded fiends. They are all around you and there seems to be no escape. But wait! Perhaps there is a gleam of light on the horizon. Yes, a door opens, the comforting glow of an electric light bulb casts its glory over yor surroundings and dims the eerie glow of your monitor's screen.

Leo the Lion

Your qualities of courage, fortitude and magnanimity will hold you in good stead this month as the conflicting influences of several planets tug your fortunes from pillar to post. Fickle friends may desert you but new ones are in store for you who will share common interests and be at your side when the zapping gets too tough.

Virgo the Virgin

I am the bearer of greetings to you from the one who calls himself the All Powerful, Overmighty, King of the Far horizons and Lord of the Interstellar acts. To you he sends this message: "The Forces of the Gloomy Territories will harm you if they can. But sleep tight for one who is omnipotent bestows upon you lives without number."

Libra the Scales

Anxieties weigh upon you. I know that you feel you are financially embarrassed. Why do all your friends seem to have those things which you desire most? Copies of the latest games spill from their overflowing cassette racks and litter the carpet. Enter a Gamer competition, luck may yet smile on you.

Scorpio the Scorpion

Light streams into your life, all aspects of your charts are benign and your way ahead is clear. Obstacles will disappear almost miraculously and you will discover unsuspected reserves of strength and perseverance which will lead you to even greater heights of success.

Sagitarrius the Archer

Shake off that mood of gloom and despondency, they're not really out to get you it just seems like that. It doesn't suit your sparkling personality for you to be so gripey and irritable. Perhaps you should try a soothing pursuit in your spare time, something quiet with pretty graphics and lilting music.

Capricorn the Goat

Aha! I see contradiction in your life. One moment you are genial and calm, the next you transform into a screaming dervish hunched over a computer yelling inanities at bright moving figures flitting speedily before your eyes. You should try and moderate these moods they show instability which is reflected in your aggressive behaviour.

Aquarius the Water Carrier

For you, little drippy one, I have a prediction. Look to the future and don't dwell so on the past, then, and only then will you achieve your ultimate wish. Put those past failures behind and wipe the slate clean, you will find yourself a changed person.

Pisces the Fish

The wet planet of Venus is drifting out of your chart and the dry aridity of Mars will take a grip on your future. Emerge from your aqueous surroundings and look about you with your bulging eyes. There is more to life than a glass aquarium.

Gemini the Twins

It's your birthday, a new year is beginning and with it, it brings a new era. Your strangely dual personality leads you to make some odd decisions in this particular stage of your life. You ally yourself with unlikely associates but perhaps this will bring a sharp upturn in your fortunes which seem to have declined dramatically in the last 12 months.

Hope springs eternal and success could be within your grasp but it's not a certainty, so take care.

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WORLD

To celebrate the impending football feast, Tony Hetherington rounds up the highlights of the computer football action

World Cup 2 — The goalscorers leap for joy

The World Cup is here at last. A month of solid football action in which three British teams take on the rest of the world in the scorching heat of Mexico.

How England, Scotland and Northern Ireland actually do in June depends a lot on the weather, the standard of refereeing and a fair amount of luck. One thing is certain, every football fan will be glued to the screen and most will claim that they could do better. Now with the aid of your trusty micro you can prove your ability without getting muddy.

World Cup Games

Qualsoft's aptly named **Mexico 86** actually begins in February 1984. The England manager has been sacked as England fail to qualify for the European Championships. You have been offered the job and have just five matches before the first qualifying game for the 86 World Cup.

The first game is against France in Paris and as a start you pick your team from the existing squad of sixteen players. Unfortunately you get trounced 4-1 but at least you can see how the players did.

You experiment with the next match, Russia at Wembley, with a completely new side and surprisingly you win, 2-1.

Next it's off to South America for a tour against Brazil, Uruguay and Chile.

Here you must experiment further and soon you'll be coming out with all the standard cliches such as "We have to experiment" and "You can't expect to win every game". In one match I even played two keepers, changing over at half time just to give "Everyone a game"!

By now the pressure in mounting as the qualifying matches begin as you have to win them but you still need to try out new players.

The program allows you a squad of 36 and as I ran out of recognised England players, names such as Robbo, Blobbo and Twaddle started creeping in as well as most of the 1966 cup winning side.

If you qualify, you then have to pick a squad of twenty players to battle through a preliminary group then hopefuuly onto the final itself.

Mexico 86 is a football management simulation reminiscent of Football Manager. However the problems and atmosphere take this game further as you have to deal with not only injuries, but also players with inconsistent form while trying to balance your team not only up the field but also across it. For example, are all your defenders left sided players?

If you're truly masochistic you can also add the distinction between defenders that are good in the air or on the ground, ball winning or play making midfield players and goal making and scoring forwards. Add all that together and you begin to appreciate the problems facing Bobby Robson.

The games graphics are crude but effective (particularly on the Spectrum) but they allow you to follow the match and let you identify problems, such as a weakness in defence, that can be rectified either by pushing some players further up (or pulling some back) or by a substitution.

Mexico 86 is an excellent simulation that will challenge all budding Managers.

Artic's **World Cup 2** (also available on C64 Now Games 2) is for players who want to get straight onto the pitch, and is a 3D game in which up to 8 players can compete with a team of their choice.

Mexico 86 — World Cup management

CUP SPECIAL

The tournament is a straight knockout with draws being decided by the first goal to be scored in extra time.

The matches are played at a furious pace with the joystick controlling one on your team. However if you are going to defeat the computer opponents who move faster than you will have to learn how to pass the ball while transferring control to that player.

This is a little difficult to perfect but once you have, the World Cup is yours.

The graphics are marvellous especially when a goal is scored as the scorer literally leaps with joy. Highly recommended.

World Cup2 is only available for the C64, but it's predecessor (with similar game play) is available for Spectrum, C16 and Amstrad computers.

One to be avoided at all costs is Macmillian's **World Cup Football.**

It is in fact a package containing an easy quiz and a database of World Cup facts which tells you little more than a book. Although the accompanying booklet is excellent the game, World Cup Manager, is appalling.

In the first half you just stare at the screen and wait for goals to be scored. In the second half you get to affect the score, not by playing football, but by playing two mindless games. The first is a variation of breakout in which you control a giant boot which you move like a bat as you try to knock the ball in the opponents goal.

In the second game you get to move a player! unfortunately all you have to do is intercept a corner and try to head the ball.

All this, if you're still interested produces a final score and the opportunity to play another match!

Typically US Gold have acquired the rights to do the official World Cup game and they are busily working on it.

It is to be a full pack called **World Cup Carnival** containing not only a management game but also a wallchart and adhesive flags to follow the real thing and a sew on badge featuring the World Cup mascot Pique.

Football Action Games

Away from the World Cup itself there is a wealth of games that you can use to recreate World Cup action.

Commodore's own **International Soccer** reigns supreme and is even used to demonstrate C64's.

It uses the technique by which you control one player while the computer deals with the rest swapping control to you whenever another player touches or is nearer the ball.

Again passing is the key to success as well as learning how to use the goalkeeper.

International Soccer wasn't the first of this type of gaame. that honour belongs to the now defunct **Intellivision Soccer** which was just one of the cartridges available for the Intellivision games machine.

This sadly is no longer sold, however you might still be able to find one second hand through your local paper. You'll find it worth the effort.

Ocean's **Matchday** which has now been expanded into International Matchday for the 128k Spectrum is a similar game and provides Spectrum and BBC owners with a good version of this type of game.

The same is unfortunately not true of Glen Hoddle's Soccer (Amstrad) and Spectrum Indoor Soccer from Magnificent Seven. Both games are spoilt by appalling graphics that make the games almost unplayable.

Glen Hoddle is just too difficult and I don't know many people that would persevere with a game that regularly thrashes you 28-0.

Kick-off from Bubblebus was released a few years ago and is a simulation of table football!

Now repackaged as part of the new Minibus budget range it is excellent value for money.

In a one or two player game you must use your joystick to move between and control the bars of players that form the familiar table football table.

As usual the play centres around the middle bars of 5 midfielders who try to push the ball through to their forwards who outnumber the defence 3 to 2 and soon only have the keeper to beat

Unfortunately when I play, the ball sems to whizz from one end of the table to the other leaving me spinning my players at empty space. Perhaps it's too accurate a simulation.

Football Management Games

Once the heat of Mexico has cooled you may want a change of pace and try your hand at managing your favourite club.

The first and most popular of football management games is, of course, **Football Manager** from Addictive Games.

Beginning in Division 4 you must guide your favourite team to promotion and then onto cup and league glory.

It has now appeared on nearly all computers and has sold over 100,00 copies.

The games itself is relatively simple as you study your players skill and stamina to pick your side to win. The game is then played while you sit helplessly watching the highlights.

This formula obviously worked as many of its players tried "just one more season" until late into the night.

F.A. Cup from Virgin Games successfully transfers this atmosphere to the FA Cup.

Up to eight players can control the fortunes of ten teams spread throughout the divisions in an attempt to get them to Wembley.

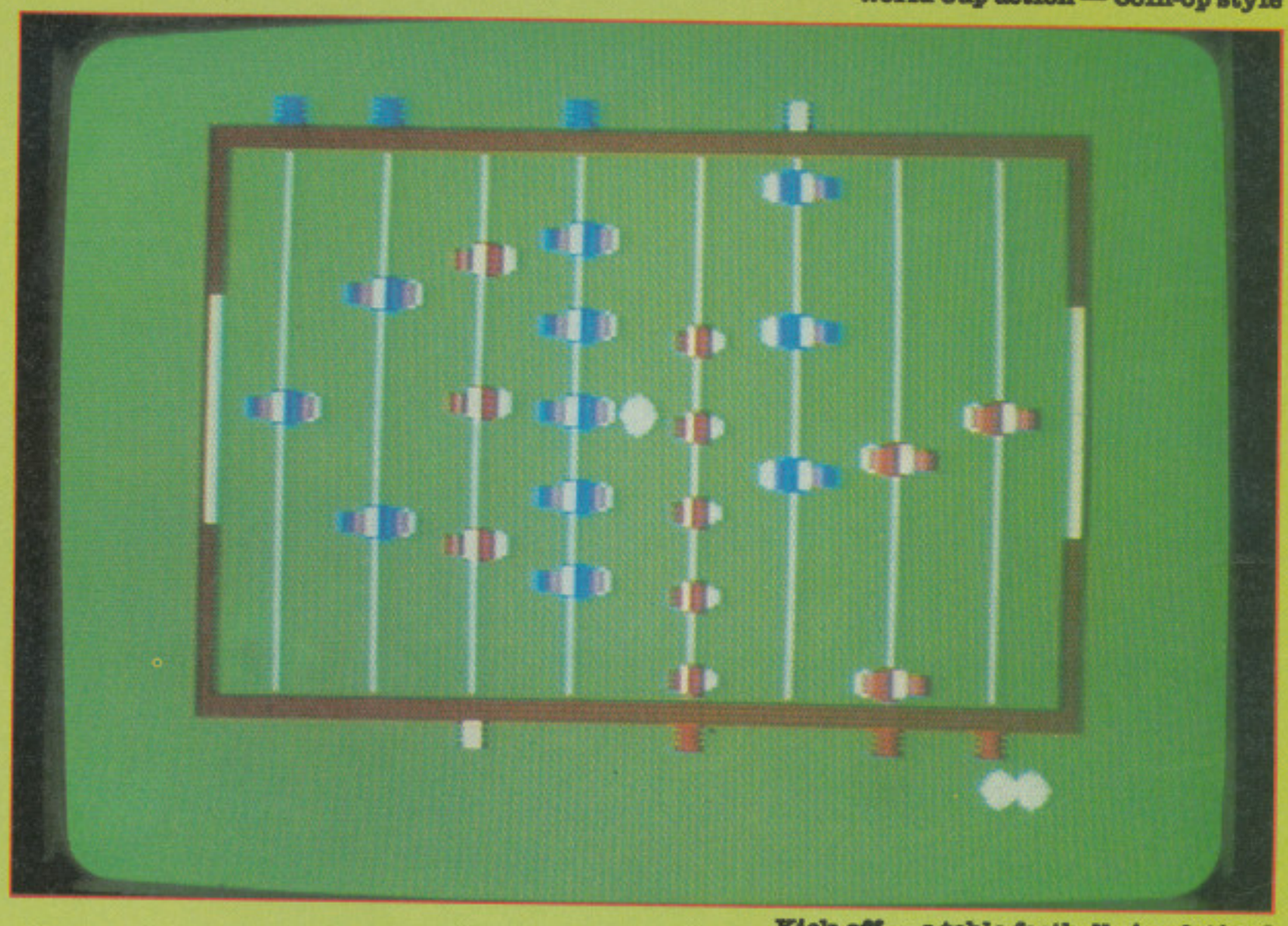
The control you actually have over your teams future is limited as you can only decide the teams formation and whether or not to send on a substitute with 20 minutes to go.

United from CBS is in fact a computer version of the PBM game of the same name that has been running in amateur magazines for over 5 years.

During the game you must choose your team for matches from your growing squad of players. However United doesn't stop there as you can also train your team to improve their skill and tactics, scout the opposition and dabble in the transfer market.

There are many postal leagues currently playing United in this country and the game includes the address of the author who you can write to, to join a league.

World Cup action — Coin-op style



Kick-off — a table football simulation?

Coin-op Connection

During our travels to find the latest in arcade action we found three excellent football games.

Tatsumi's **World Cup Soccer** is a two player game which uses trackballs to control the footballers. Only about a third of the pitch is shown on the scrolling display at any one time but there is a map on the side to show the position of your players.

International Football is a football game that gives each of the human players two joysticks each!

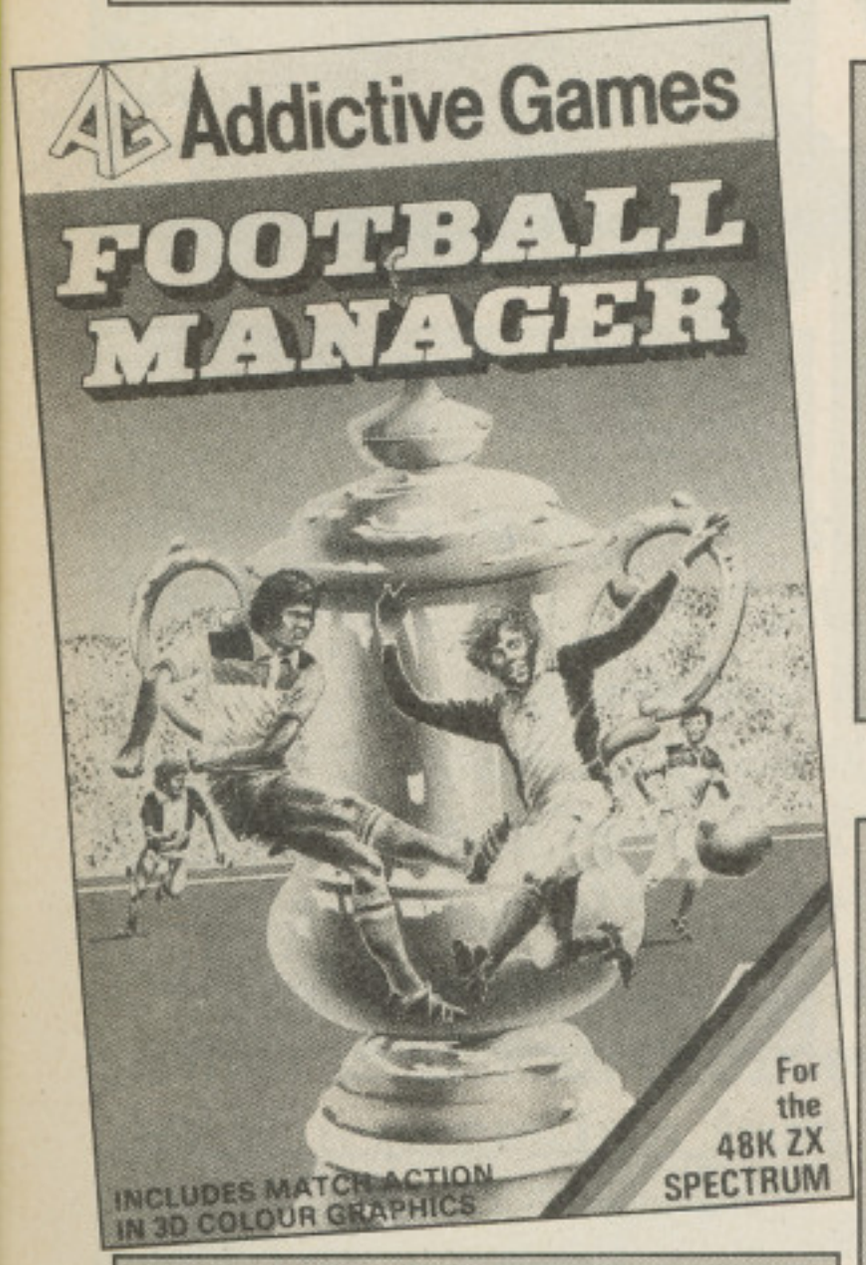
Each joystick directly controls a player on the pitch and to avoid confusion, the white joystick controls the white player and the black joystick controls the black player.

Add to that the problems of pressing buttons to shoot, tackle and control the goalkeeper and the result is a confusing game. Against another human (who has the same problems) you might stand a chance but against a machine . .

Finally, table football looks like staging a comeback in a game called **Kixx.**

LED scoring, a cheering and booing crowd and astroturf add life to this old classic. If you're in an arcade, have a go.

WORLD CUP SPECIAL



Kick Off
Computer: C64
Supplier: Bubblebus
Price: £2.95
Comment: Now cheaper as part of the new Minibus range Kick-Off is an intriguing simulation of table football.

PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●●●

STAR RATING

Nova

FA Cup
Computers: C64, Amstrad, Spectrum
Supplier: Virgin
Price: £7.95
Comment: Although control over your teams is limited the game captures the excitement of the FA Cup.

PLANET RATINGS

Originality	●●●●
Graphics	●
Use of machine	●●●
Value for money	●●●●

STAR RATING

Bright Star

Glen Hoddles Soccer
Computer: Amstrad
Supplier: Amsoft
Price: £7.95
Comment: Unbalanced gameplay and sticklike graphics make this game almost unplayable.

PLANET RATINGS

Originality	●
Graphics	●●
Use of machine	●●
Value for money	●●

STAR RATING

Black Hole

Intellivision Soccer
Computer: Intellivision console
Supplier: Intellivision
Price: £???
Comment: The game and the machinery now defunct but you can still find them. Pick one up if you can.

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING

Bright Star

Matchday
Computers: BBC,Spectrum
Supplier: ocean
Price: £9.95
Comment: A good football action game which is similar to Artics World Cup.

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●
Vlaue for money	●●●

STAR RATING

Red Giant

Football Manager
Computers: Spectrum, C64, Amstrad, BBC, C16
Supplier: Addictive
Price: £7.95
Comment: The classic football management game. If you're not one of the 100,000 people who have already bought this game get it now.

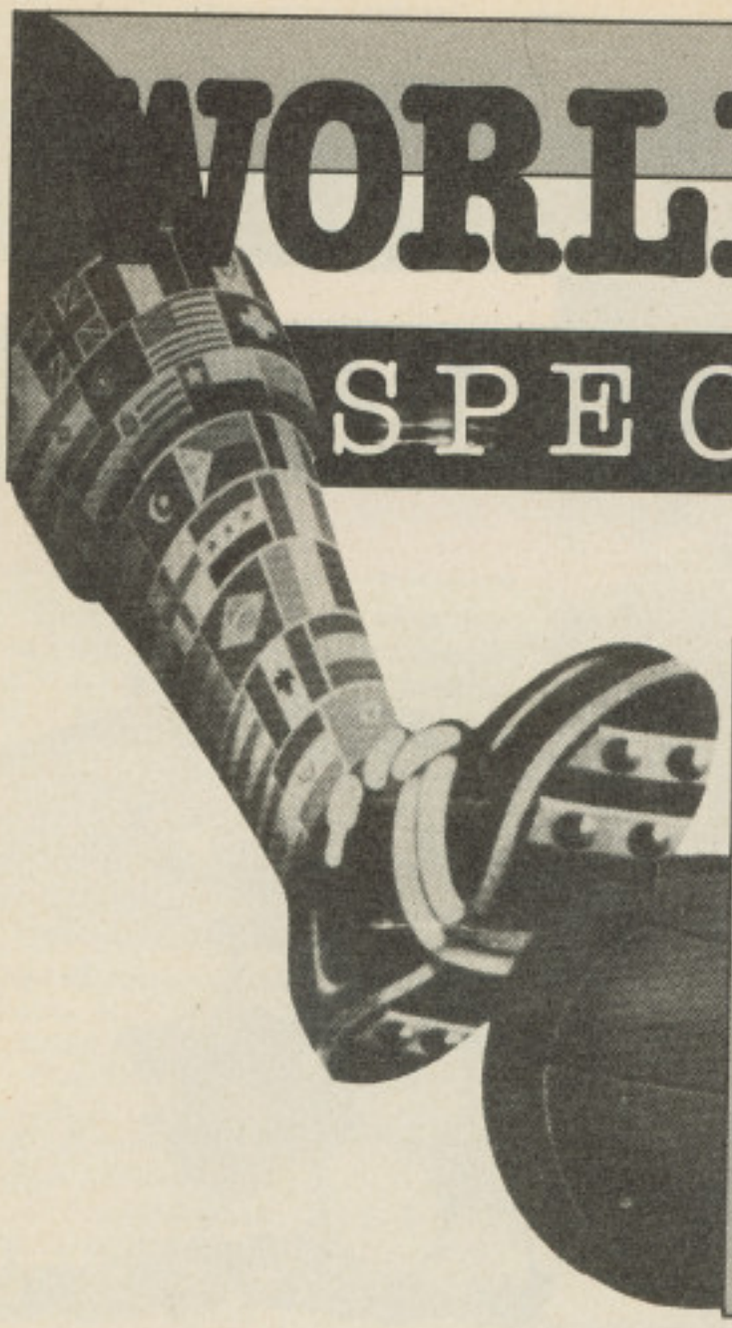
PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING

Nova

WORLD CUP SPECIAL



Mexico 86
Computers: Spectrum/Amstrad/C64/BBC/Electron
Supplier: Qualsoft
Price: £9.95
Comment: Excellent football management game but suffers slightly from poor graphics

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Nova

World Cup 2
Computer: C64
Supplier: Artic
Price: £7.75
Comment: A good second it International soccer. The inclusion of international teams adds a lot to the atmosphere.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Red Giant

World Cup
Computers: Spectrum,Amstrad
Supplier: Artic
Price: £6.95
Comment: The forerunner to World Cup 2 still available for these machines. The actions a little slower but that's down to the hardware.

PLANET RATINGS

Originality
Graphics
Use of amchine
Value for money

STAR RATING

Bright Star

United
Computer: Spectrum
Supplier: CCS
Price: £???
Comment: Derived from a PBM game in which you build a team to win the league.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Bright Star

Indoor Soccer
Computer: Spectrum
Supplier: Magnificent 7
Price: £7.95
Comment: A poor game spoilt by smudging of players due to colour clashing

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

White Dwarf

World Cup Football
Computer: C64
Supplier: Macmillan
Price: £7.95
Comment: Part of a World Cup information pack, the book is excellent, unfortunately the game is dreadful.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Black Hole

International Soccer
Computer: C64
Supplier: Commodore
Price: £11.95
Comment: The king of football action games, so good that it is used to demonstrated C64's

PLANET RATINGS

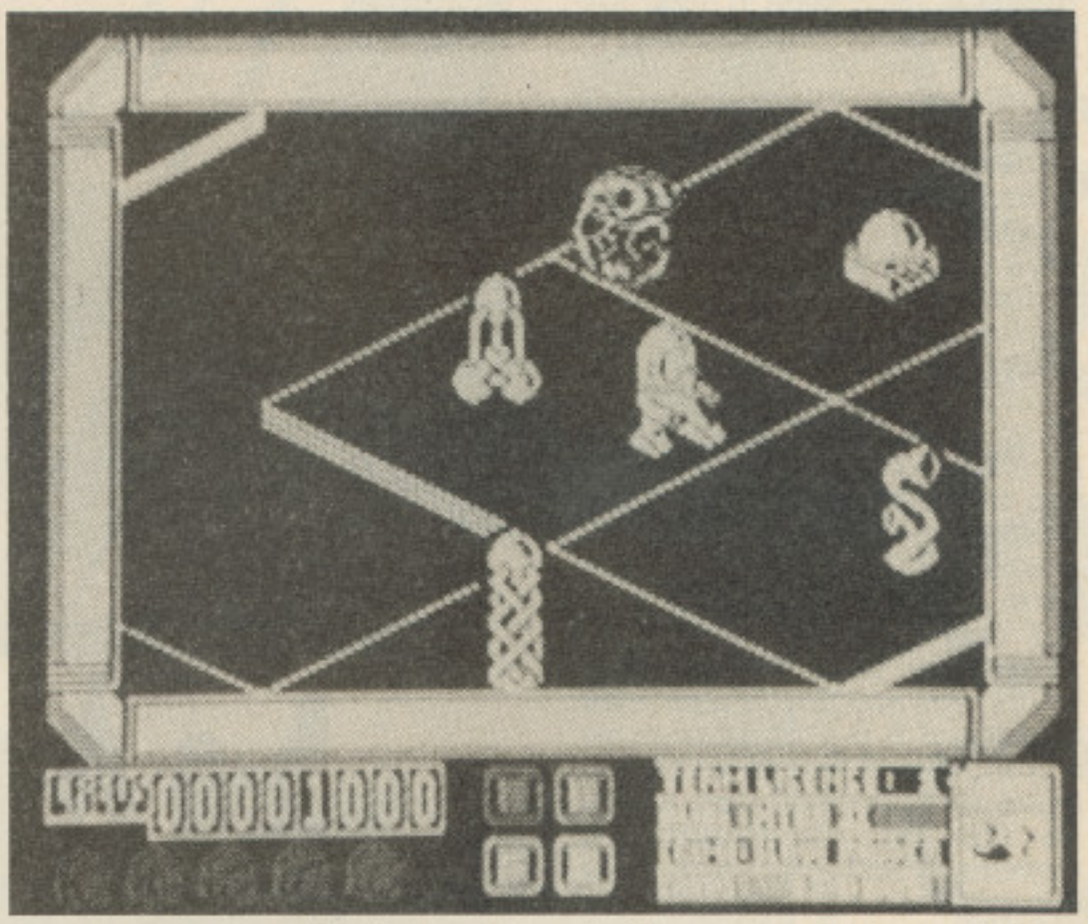
Originality
Graphics
Use of machine
Value for money

STAR RATING

Nova

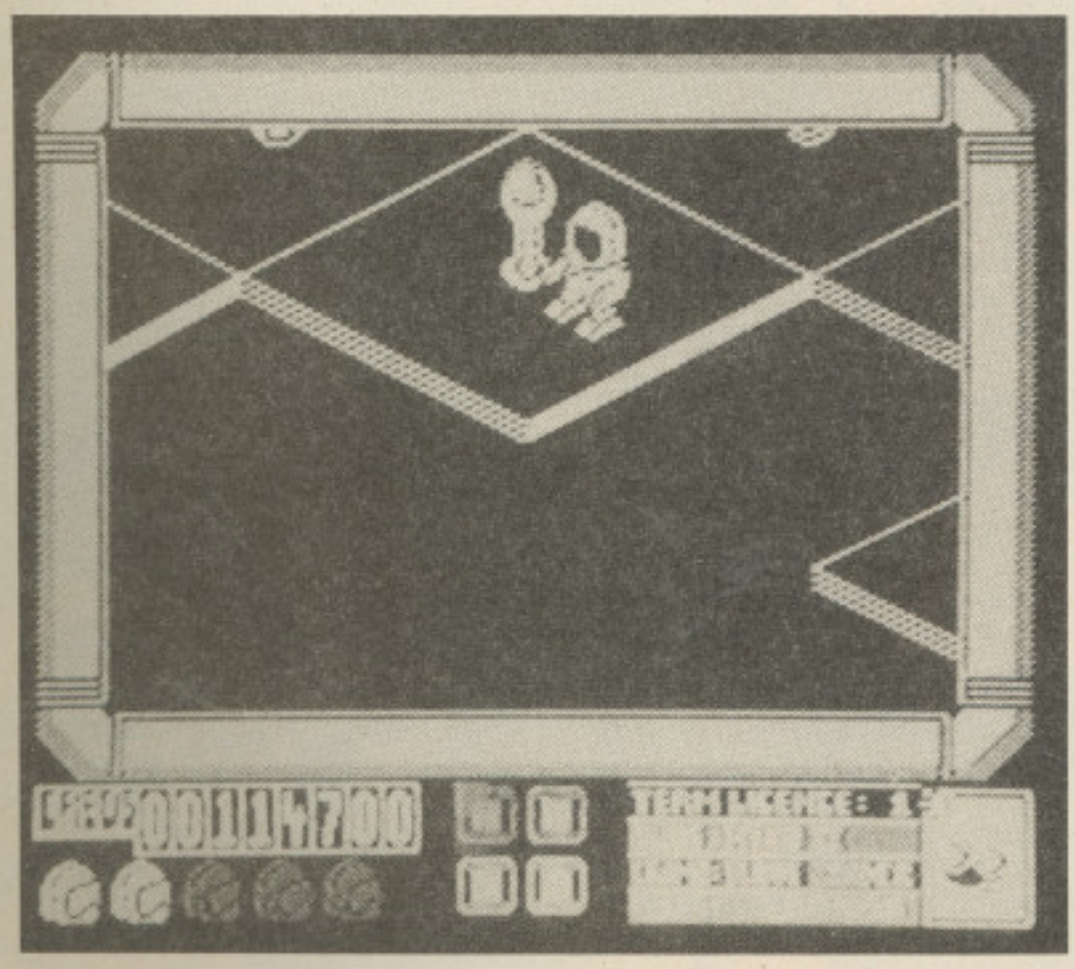
MANTRONIX

The year is 2001 (strains of 'The Blue Danube' start to be heard) and you are a bounty hunter pursuing four alien criminals. Shades of Elite meets Blade Runner? Perhaps not, but Mike Roberts turns mercenary for the occasion just in case.



'Bounty Hunter' — the dramatic name conjours up images of Steve McQueen riding out to right wrongs — as long as the pay is right.

Now Probe Software gives you the chance to do the same — but removed to the not so far future. 2001 is the year, and your newly acquired status of bounty hunter is still (uncrumpled) in your pocket. Off you trek to Zybor — the bounty hunter's happy hunting ground, an entire planet designed to protect criminals hiding from justice. Suddenly a wanted message flashes to you. Xtro II (the famous and extravagant slave trader) has gone to ground on the planet Zybor accompanied by three other arch criminals. Xtro II's price is 100,000 Cr, Ariel Head's is 250,000 Cr, and the other two you don't really need to know because as a fledgling bounty hunter you are unlikely to get that far.



The bad guys are wandering around the planet — but bounty hunters get a pretty bad press in most parts of the galaxy and you are barred from leaving your ship (criminals couldn't give a monkey's and meander around to their hearts content).

So this means you must send down your newly acquired (with your recent promotion you also get a 6.7% pay rise — yippee!) Mantronix unit.

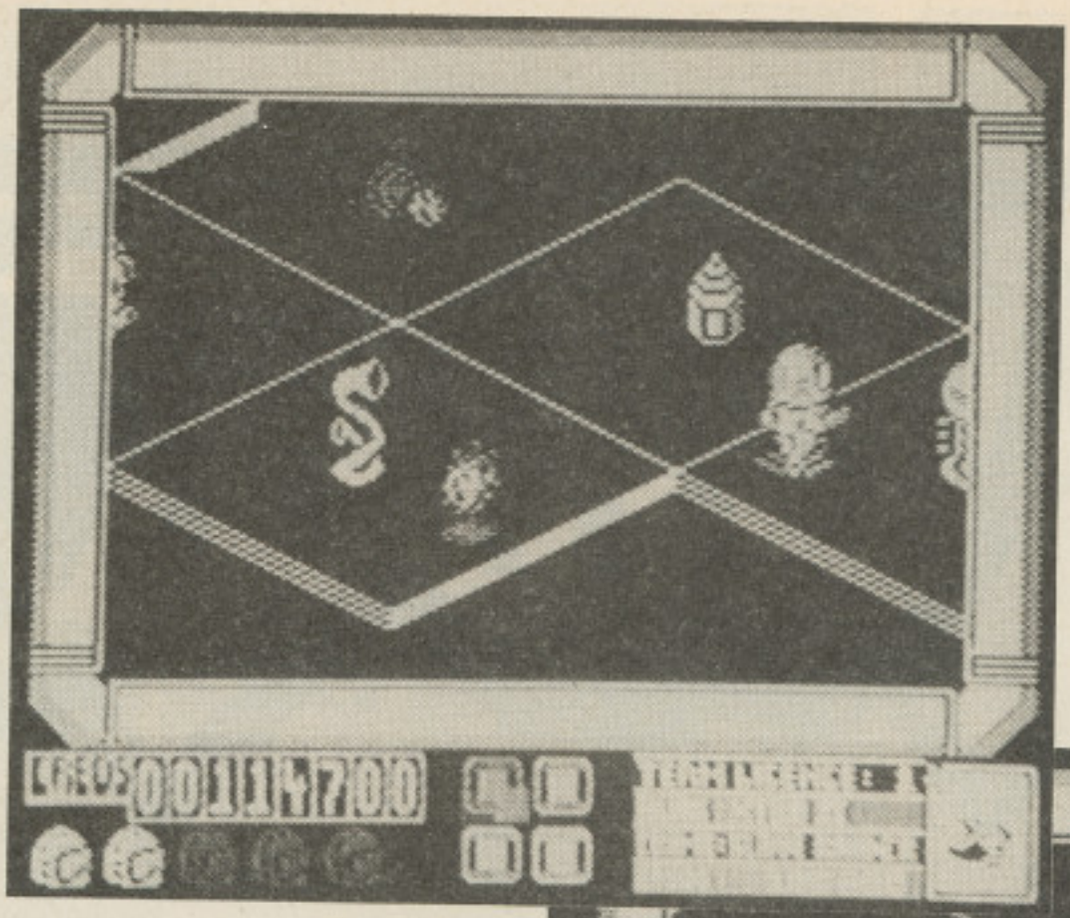
Your mantronix is a humanoid robot created in your image. He has a sophisticated pulse laser and a Mk I autoscan camera that lets you see what he is doing. So there you are, on your own (well, your Mantronix unit is hanging around an' all I suppose) against the four most dangerous criminals that the universe has ever seen.

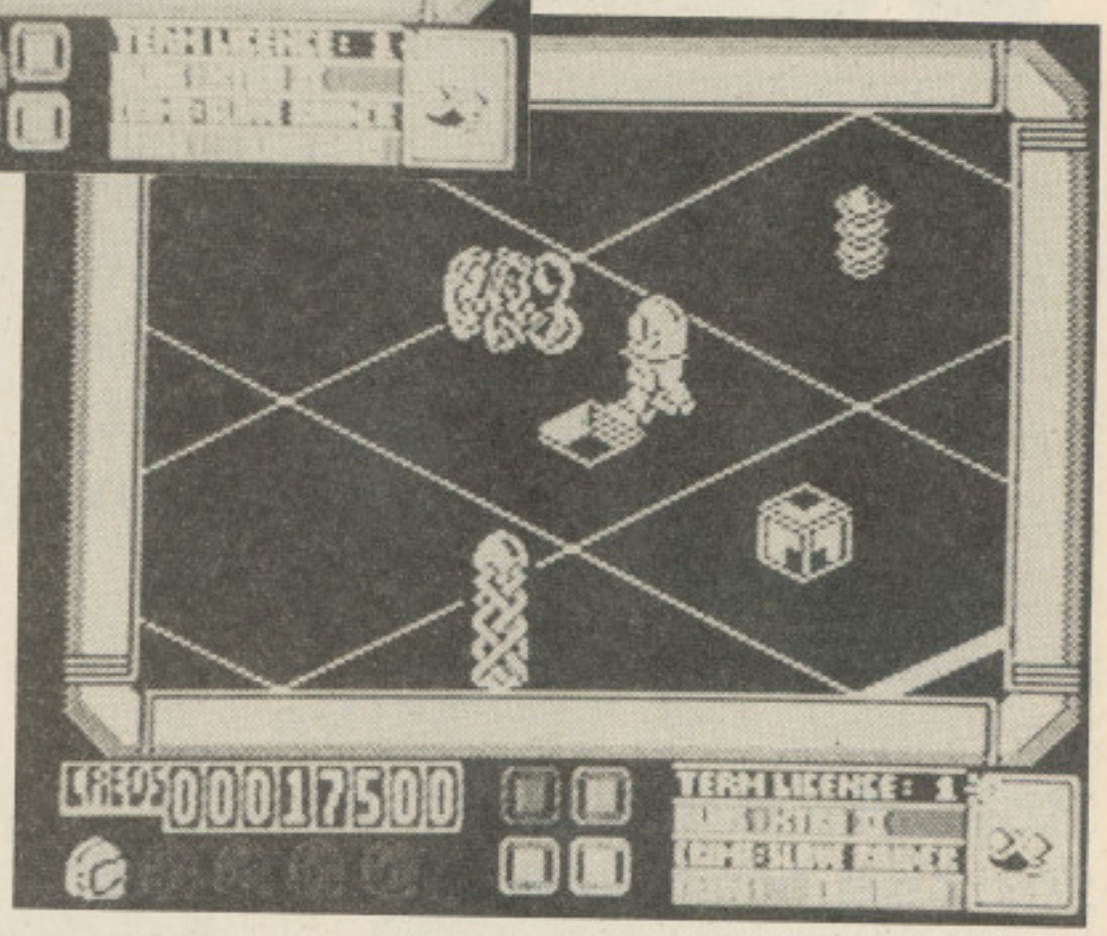
The Game

Mantronix gets its roots from the 3D isometric games that are in vogue at the moment, but the gameplay is significantly different. The view you see isn't based on rooms. You see a view of the surface of the planet that shunts along as you approach one side of the screen. The switching between screens is exceptionally fast and can almost be disregarded. Too many of these games, whilst being fairly quick at screen swaps, are just that slight bit slow in moving around. So instead of a smooth progression along the game, it is more of a hop, step and jump. Mantronix suffers from none of these problems.

The idea of the game is to shoot the four bad guys to get lots of luvverly money. They appear in various places and can be despatched quite easily. The difficulty comes when you have to try and find them, for the planet is populated by four different types of defence droid. All of which are extremely dangerous (Sir Adrian Dangerous please note!) and pursue you like a lovestruck ZX81 out for a bit of attention when its owner has just gotten himself an Amiga.

All over the planet are various objects and useful items. Most of the objects serve no useful purpose and are just there to hinder your progress, but some of them are really evil. Black holes are the worst as they will whisk you off into oblivion.





MANTRONIX

Useful objects include bags of money, diamonds, rockets, and laser guns. These last two let you blast the pulsators: these are devices used by the evil criminals to sustain their life force. Also on the planet are the mysterious power cubes: these provide vital fuel for your return home — assuming that you get that far of course.

Power cubes also reverse the direction of the conveyor belts. The conveyor belts are dotted all over the planet and whizz you off in whatever direction that it sees fit. The main problem with this is that you don't know which direction that they start in. In fact the only time that you know that there is a conveyor belt there is when you zip off into the wild blue yonder.

How to Play

A bit tricky this one. The first priority is to map it out, without a map it is very difficult to play the game. Remember to mark the positions and start directions of the conveyor belt, without that knowledge you might as well not leave the ship as you will be wandering around aimlessly.

Remember that everything that moves is totally deadly. Walk into it and you die. This includes the alien criminals, the defence robots, and anything else that is even slightly suspicious. All the enemies home in on you in straight lines, and all go at the same speed that you do, run in a straight line and they won't gain on you — but then, neither will you escape from them.

If one is getting a bit close, make sure that it is directly behind you and not on a parallel track — if it is this manoeuvre will kill you! When on an in-line track, turn, fire and turn again. Do this in one continuous movement and you won't have any problems with all the other beligerents.

If a bad buy is really close and on a parallel track you have a few problems. Try to line him up and you will almost certainly die in a particularly gruesome manner. The technique here is to 'rub' the chaser off.

If the alien is on your left, then run past an object on its right. The alien will then bash into the object and lose interest (well, wouldn't you?). The same can be repeated on the other side.

When navigating and you get stuck behind a conveyor that isn't going in your direction, look for an alternate route, there is usually a conveyor travelling in the other direction (ie. your way). Either that or a normal walkway (which means that you have to walk — hard luck, you probably need the exercise, being stuck behind a computer all day).

To Conclude

Mantronix is a very good game. It comes from the 3D isometric stable, but is unlike any other game of that type that I have seen — ie. it is eminently playable, and not just a game showing off some pretty graphics.

The plot is interesting and is maintained throughout the game, with your score being counted up in credits and a little wanted poster appearing in the bottom of the screen with a picture of the baddie concerned and some relevant information. Rather like the warrants in the 'Strotinum Dog' series about a futuristic bounty hunter.

Mantronix will be available in a few days from Probe Software and costs only £7.95.

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●●
Value for money	●●●●

STAR RATING

Red Giant

B·B·B·BOUND TO BE A HIT..

"10 levels of fun make this torture excellent value for money. Nova rating. Definitely one of those 'just another go' games. Game of the month February" – Computer Gamer

"The most compulsive game I've ever played. If you don't buy it you'll never know what you've missed." says Gary Penn, Zzap! 64. Gold Medal Award. 97% overall.

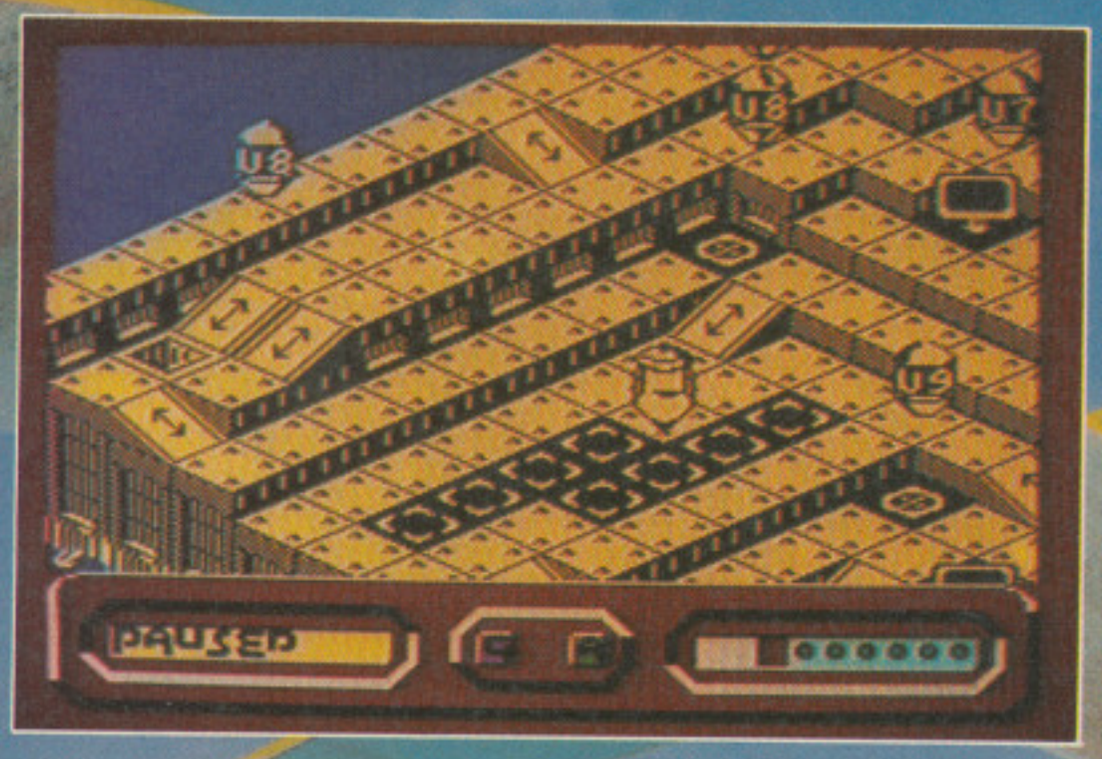
CBM 64/128
£9.95

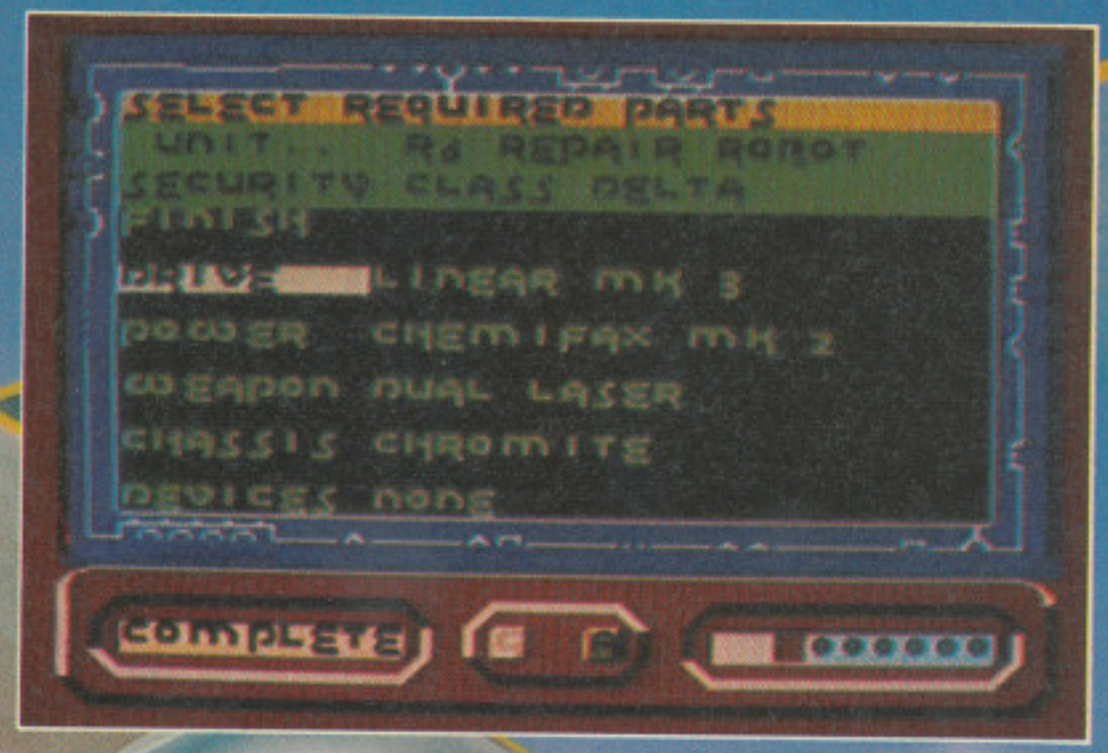
SPECTRUM 48K
£7.95

AMSTRAD
DISC £13.95
TAPE £8.95

MSX
£8.95

QUAZATRON





After the success of Paradroid on the Commodore 64 Hewson have come up with a sequel — on the Spectrum! Mike Roberts grapples with this latest game.

In DEPTH

Deep inside the planet Quartech lies the underground city of Quazatron. A Paradroid assault team was sent in — but was wiped out. the droid influencing device was ineffective, however information received during the final report from the team resulted in the development of a close quarters grapple unit.

Where a whole paradroid squad failed, can one droid succeed? This is up to you to find out. As KLP 2, you must destroy all the robots in the robot city and cause it to power down.

The city is on various levels — connected by lifts — each level has a number of lifts, which will connect with a different set of levels.

The levels are populated with many different types of robot at different levels of sophistication and with different jobs. These are indicated on the front of them by an indentification letter and a number. The number ranges from 1 to9 where 1 is the most sophisticated.

There job varies, medical, menial, battle, security, repair, programmer, control etc. are all featured. Some of these jobs are unrated. Medical and Programmer droids have no numbers. Each robot also has a security code — but more of that later.

Each robot carries certain types of equipment. A drive unit, a power cell, a weapon, a chassis, and perhaps an auxilliary device that can vary in effect. Usually it is a shield, detector or booster of some kind.

Varying tpes of robot have different levels of equipment. Drives can be more reliable, weapons more powerful, chassis tougher, and power cells (the most important item) are prone to wearing out and need changing often. The special auxilliary items also vary according to level.

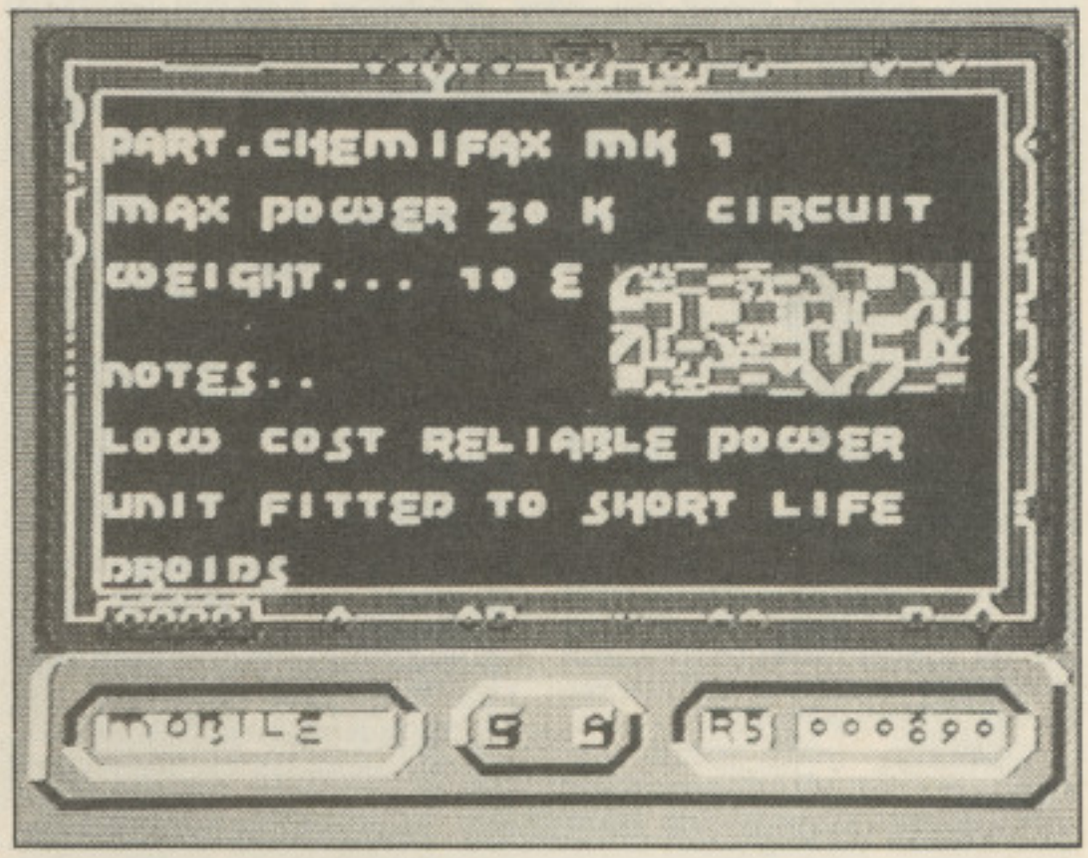
To obtain all this extra equipment you have to 'grapple' with the enemy robot. For those people who have played Paradroid, this will be a familiar exercise as it is similar to using the influencing device. What happesn,is that you switch to grapple mode and ram an opposing robot. You then gain access to its security circuit. With this you get a picture of a chip on the screen. On either side of this chip is a number of PCB tracks with various joins, pulsers, inverters, and splitters on it. Both you and the robot have a number of 'pulsers' on whatever side of the screen that you have selected. Depending on your, and your opponent's relative level, you will have more or less pulsers than your opponent. The idea behind this section of the game is to take over your opponent by changing by majority of the cells in the central chip. To do this you move your pulsers up and down the PCB tracks. Firing will inject a current of your colour. Depending on the order that you do it in, the pattern of the tracks, the pattern of the modifiers on the tracks, and your particular strategy against the computer.

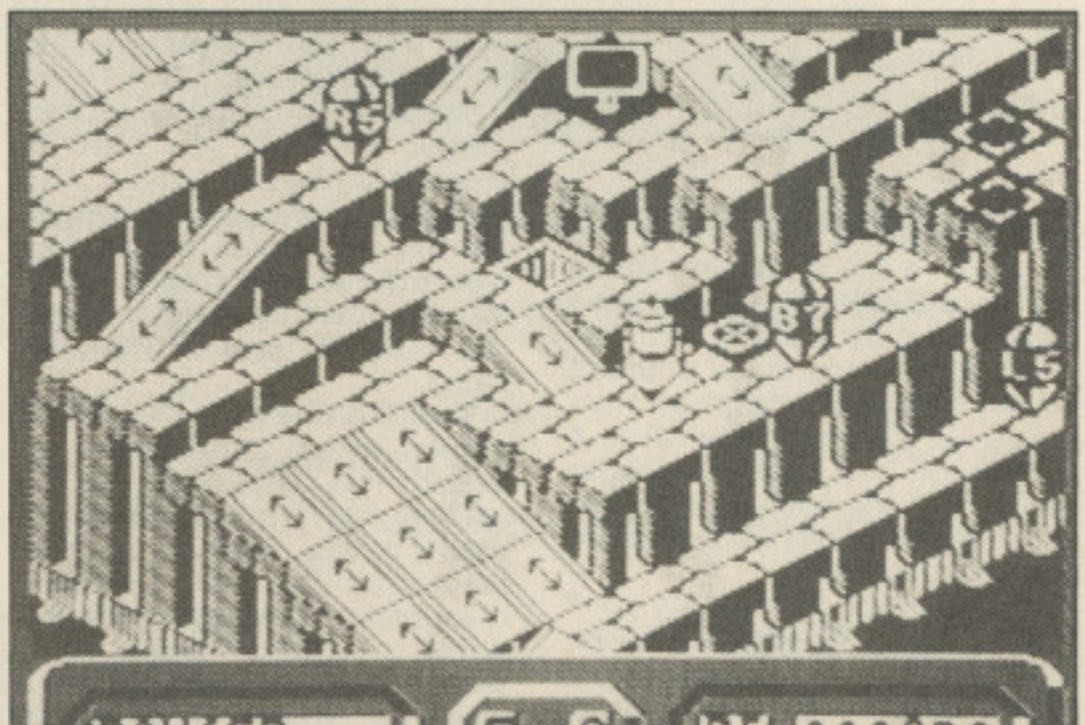
With a bit of luck — and an awful lot of thought — you will turn seven or above of the available 12 cells to your colour. If so then you will have your choice of the parts from the robot. You don't have to have all of the parts, in fact, some of the parts may be detremental to your current configuration. Of course, if an exceptionally powerful piece of equipment is causing you to drain your power too fast then you could always downgrade. It is also in this section that your performance in the grapple is recalled. Depending on how overwhelming your victory is, the equipment will either be interfaced directly or damged. With a 12-0 win everything can be interfaced. However with a 7-5 narrow sqeak, you can expect most of the equipment to be faulty.

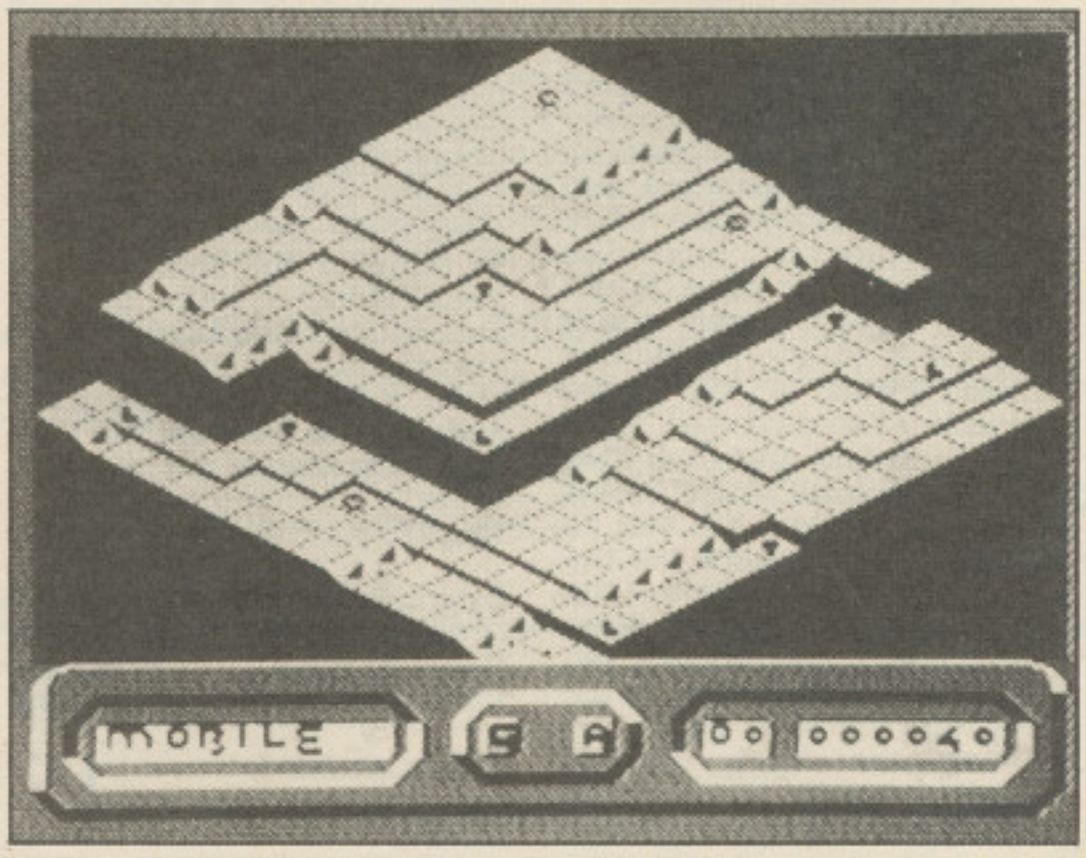
Other things that you will encounter in the game apart from lifts are power points — these are squares that will re-energize your droid, providing his power pack is up to it and providing the power point is willing to give him power. Power levels are indicated by the expression on the droid's face (smiling = lots of power, frowning = about to expire), and the speed at which his 'hat' rotates.

These points are also useful if you are attacking one of the alien robots. Normally losing the battle of wits that goes with a grapple results in your demise. But, if you are on a power point (and you are able to charge up) you will stay alive. This also goes for ramming robots and jumping on low power.

The other things that you will find are computer terminals. these let you examine the lift system, give an overall map of the level that you are on, and examine details of equipment. this is where the security code business comes in. When you successfully grapple a droid you effectively take over it's status and security code. The status level is significant in the grapple sequence as mentioned earlier and detailed below. The security code, however, is more useful as it allows the user to access information regarding the parts that you are likely to get from







scavenging enemy droids. The problem comes with the codes, as you can only access that information that is rated at the same level as you or lower. And as you are generally scavenging above, rather than below, your current level it gets a bit frustrating. However the information gleaned, is helpful when digging power packs out of lower class droids (it ends up like a 'Which Powerpack' review, comparing different input and output rates and general features.

The playfield itself is based around an isometric 3D-ish moving map. This bears a passing resemblence to Spindizzy, which itself is more than slightly influenced by the current crop of madness-type games. The area that you see on screen appears to be one section of a three by three area. You jump from area to area by touching the side of the screen. The whole thing then slowly scrolls over. This is better than the more common screen to screen format, which can disorientate you something rotten. At least with this you can assimilate the new screen as it appears.

Each level can be on different levels (if you know what I mean), with ramps between them. Small ledges can be jumped off with a small reduction in power. Larger ledges tend to kill you, and on a number of sections, it is impossible to move between levels. To do this you must use a lift, cross over to the other side of another level, and then come up another lift. The alternative is to stack yourself up with bags of power and then jump off, if you land near to a power cell you might be able to make it if the ledge is not that high — I never have, but I'm sure that it's possible.

When trying to build up your defences it is wise to start at the bottom and work upwards. Your level dictates the number of pulsers that you will start with. If you are at a high level and are wiping out lower level droids, then this is a lot safer than shooting droids. Shooting droids uses up energy, but grappling with them only uses up time.

The higher grades of robot can be taken out with your weapon, though the more heavily defended droids need some care. When using the lower powered weaponry, aiming can be a problem due to, say, the narrowness of the laser. To use one of these lower grade weapons it means positioning yourself with a bit more precision when cornering. Why? Well, it means that you can orientate yourself with the dead centre of a square. You can go anywhere on a square, but the droids can only travel along the dead centres of squares. So if you are not lined up well enough, you might as well not bother as the laser bolts will whizz by.

Using the more advance weaponry like the auto-cannon (my personal favourite) seems to be a bit easier, though your power levels seem to be reduced at high speed. another note is to never use the autofire option — this wastes power like it was going out of fashion!

N.B. side note (bug) if you die with autofire selected, you will restart with it selected — usually the result is an early demise due to the energy drain.

Weaponry is also level dependent, that's why I like the autocannon — it can knock out almost anything, and is ever so much fun to use.

Grappling

Grappling technique is one of personal preference — so here's mine. Use your initial minute or so to pick which side you are going to take. Pick the one with the most pluses and the least minuses. Plus points are the lines that have the bits on them that improve your chances such as splitters (one to two or three), repeaters that will keep your signal going until long after your original pulse has faded, cells that don't have lines from the enemy side of the screen attached to them, lines that have inverters (on the oppisite side of the screen). Minuses are terminators (i.e. a line that never gets to the cell), splitters (i.e. two into one), inverters on your side, and too many pluses on the enemy side.

When the contest starts proper hold off, you have 90 seconds to play the game. A pulse will fade after a few seconds, so leaving off until 25 seconds before the end and then going for it is much better, because a lot of the enemy's pulses will have faded.

Then avoid all inverters, unless one is pointing at an already lost cell, and is part of a splitter. go for all repeaters, these count heavily in your favour at the end. Obviously terminators have to be avoided. Avoid enemy lines with terminators on them — it's a waste of pulsers. If an enemy pulse goes onto an enemy line that is contestable (i.e. nothing of any great interest on it) pulse onto it, but just after the enemy. That means that when his pulse fades yours will still be in evidence and wil win the cell.

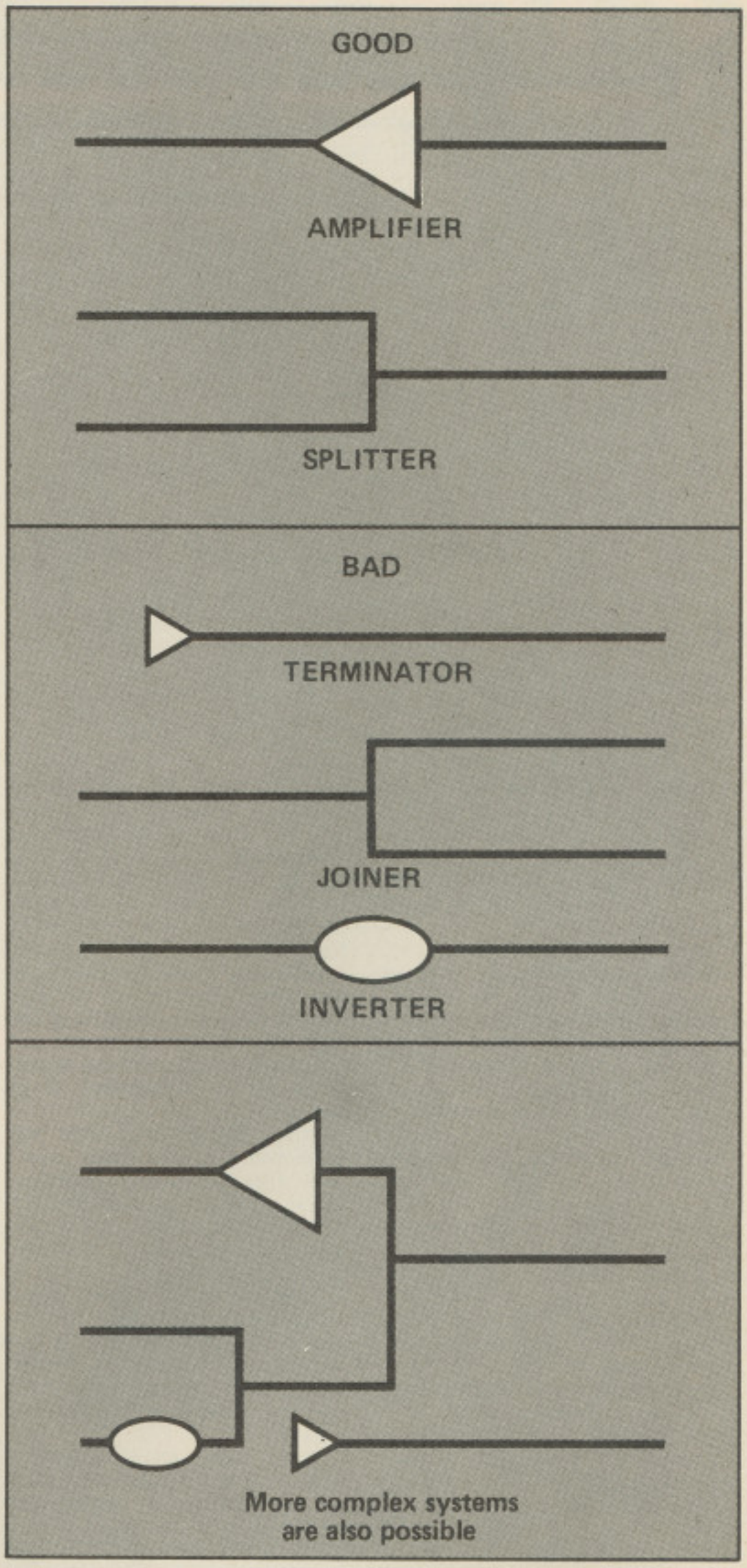
To conclude, Quazatron is a truly excellent game. It has enough interest to sustain any games player from the simple Ladders and Platforms addict (well there are some platforms in this), to the ardent action freak (plenty of action in this), and the strategy gamer (anyone who thinks that grappling is a piece of cake needs seeing to). Excellent job Hewson, lets have more of the same.

PLANET RATINGS

Originality	●●●●●
Graphics	●●●
Use of machine	●●●●
Vlaue for money	●●●●

STAR RATING

Nova



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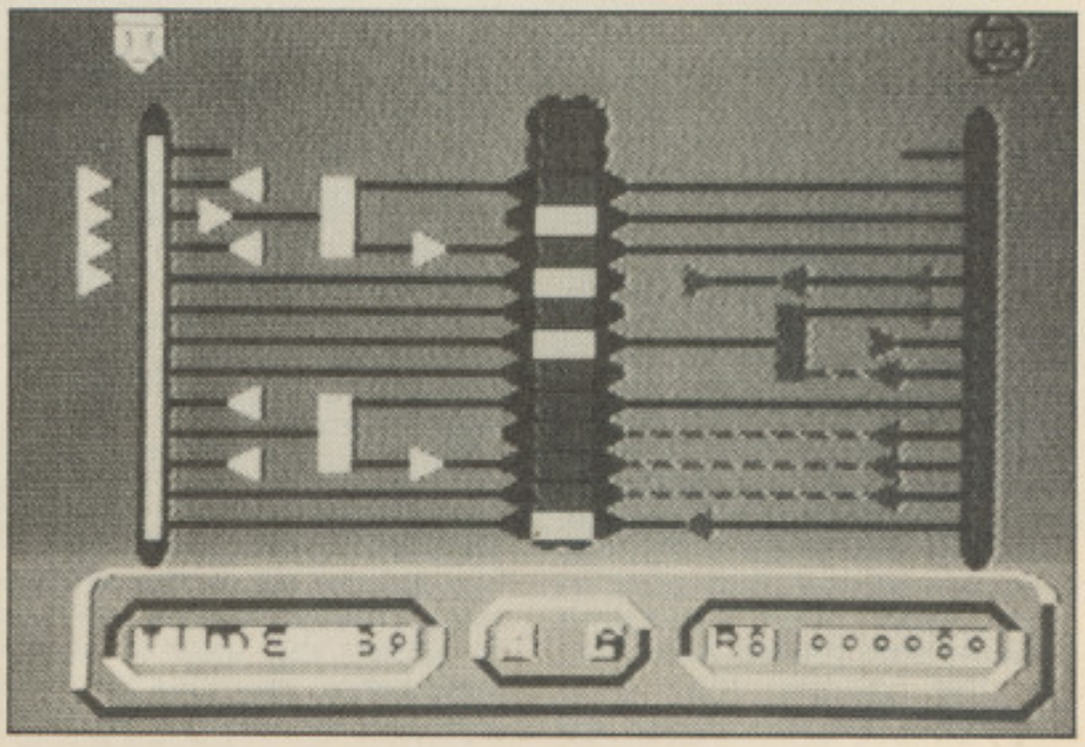

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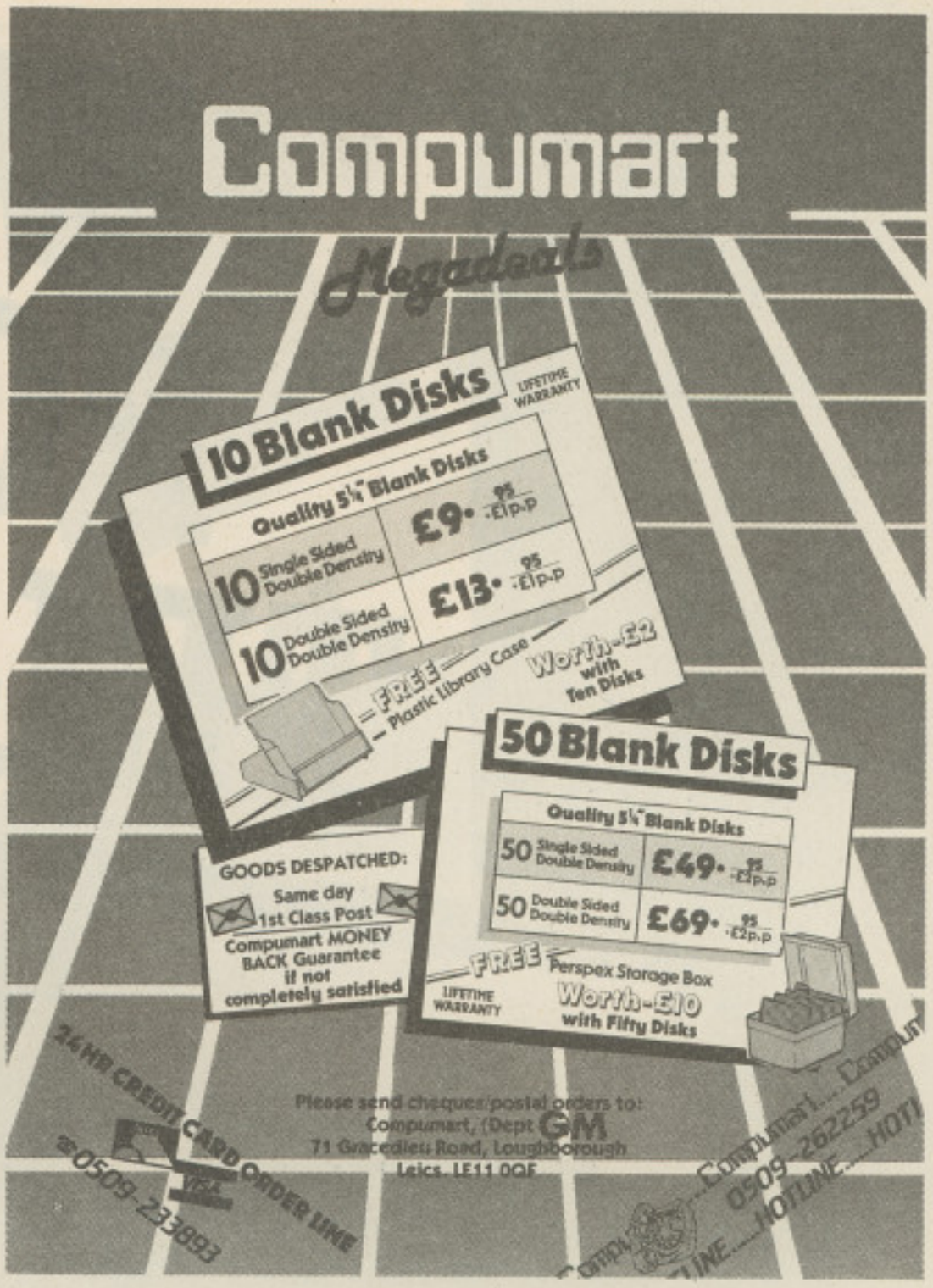

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The adventures up for grabs are the latest conversion of Fergus McNeil's parodies Bored of the Rings on the C64 and Amstrad Robin of Sherlock.

Either game will give adventurers a challenge with its fiendish puzzles as well as a few giggles from its cruel sense of humour.

How to Enter

All you have to do to enter the competition is solve our puzzle. In the picture are the pieces that make up Commodoere 64, and Amstrad 464 and one or two others. We've numbered the pieces to make things a little easier for you and if you own a C64 all you have to do is tell us which pieces form the C64. Similarly, if you own an Amstrad you have to tell us which pieces were once a picture of a 464.

If you don't own either a C64 or an Amstrad computer then enter either contest, after all you could win a pocket TV!

Once you've solved the puzzle, complete the entry form by thinking up the name of a character to star in Fergus McNeil's next adventure, Star Bores. It's another parody, this time of not only Star Wars, but also all science fiction films and TV shows. So anything from Captain Scarlet to Captain Kirk is allowed.

The best entries will be used in the game and will win their senders a free copy of the game.

To help the judges please mark the envelope with the machine you have as well as the numbers of the pieces needed to make the machine.

Send your completed entry form to:

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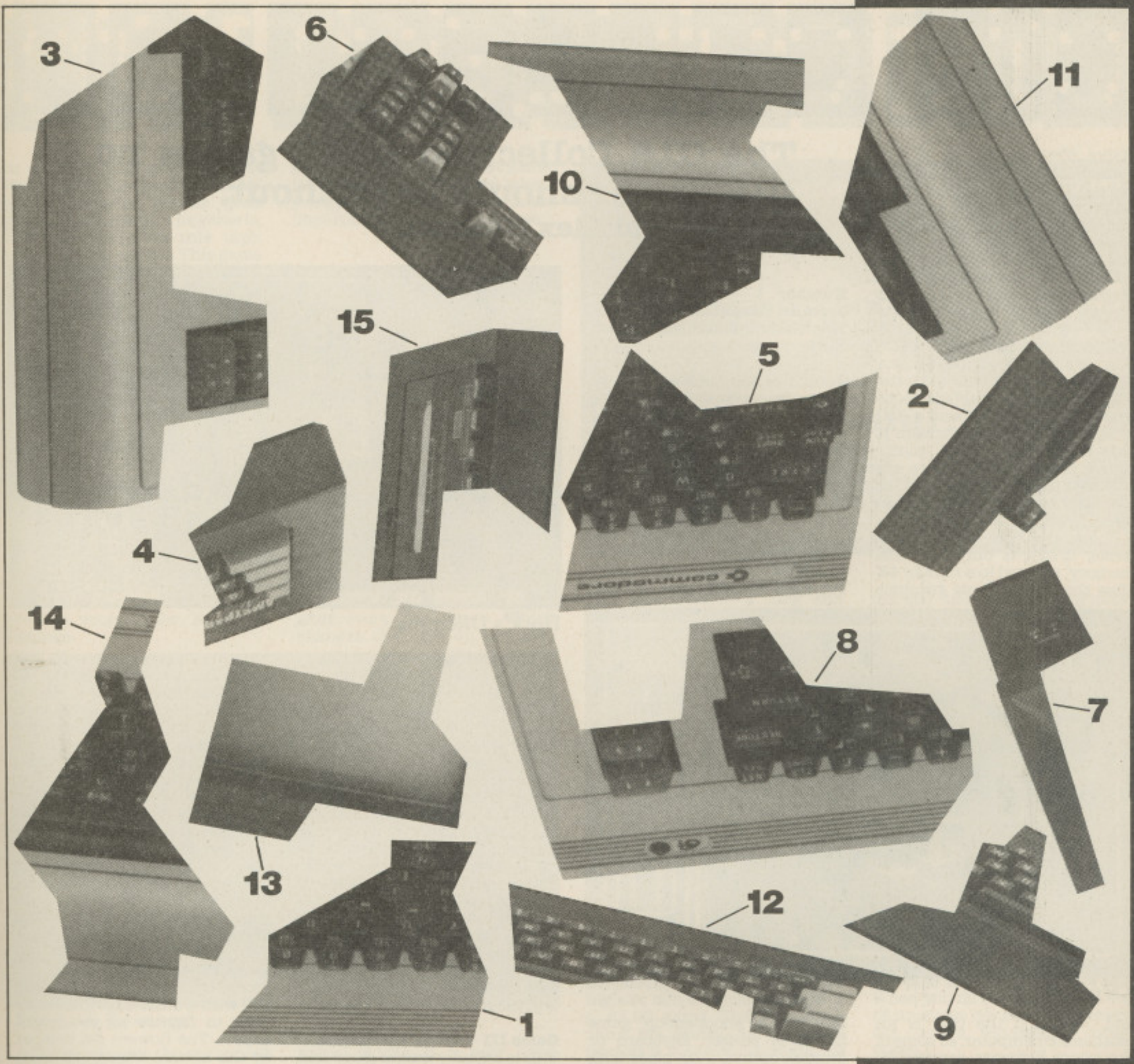
All entries should reach us by June 30th.



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C16 COLLECTION

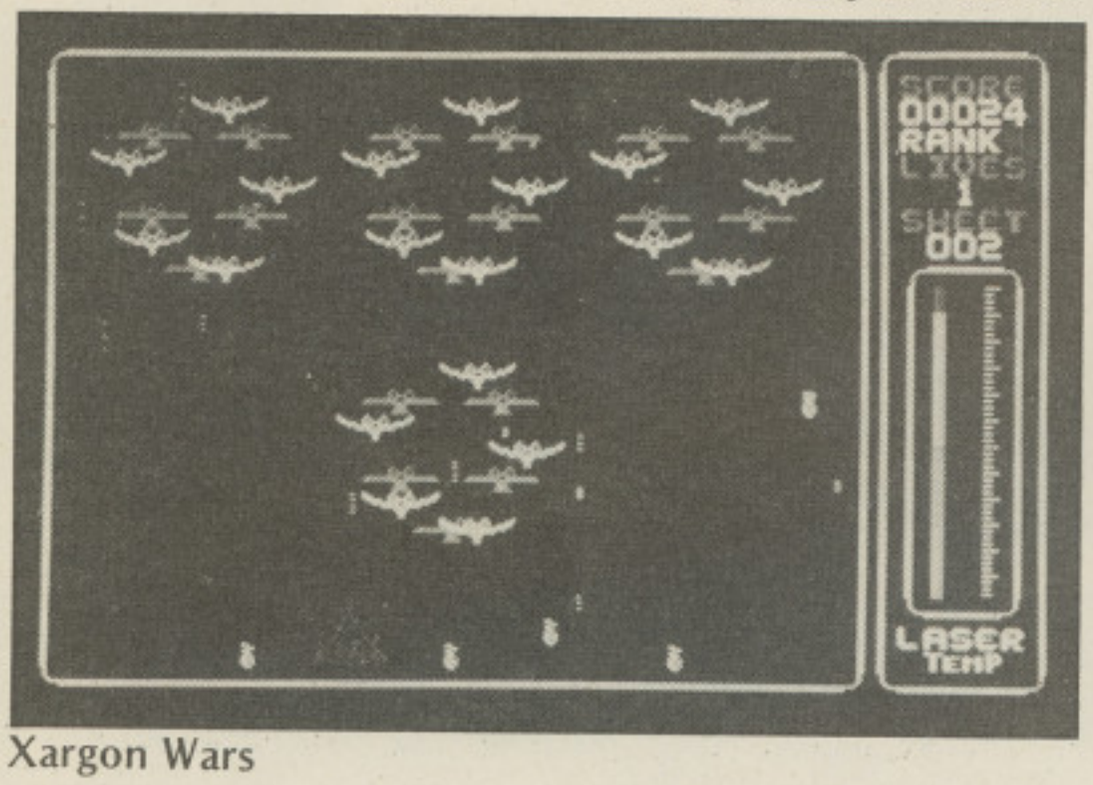
The C16 Collection — 10 games no C16 owner should be without.

by Rory and Alex Newman

Hello! This month is a C16 owner's dream — a top ten of C16 greats. The C16 has been out a while now and lots of software has been released. Originally, there were the conversions, but due to the ingenuity of Gremlin Graphics and the budget price of Mastertronic, the C16 has become a games machine in its own right, as well as a programmer's paradise. The C16 is a very good machine; it has a beginner's basic better than the BBC, a built-in machine code monitor, good sound and a 320 × 200 hi-res graphic screen. It also has a 160 × 200 multi-colour hi-res screen. There are 128 colours and good sound, so it's little wonder there are so many great games for it.

There are, however, two set-backs; firstly, it only has 16K memory, reduced to a minute 4K after the use of hi-res graphics and, secondly, the C64 is an established computer, so some of the major software companies, such as US Gold have, as yet, taken no real interest in it, although it is said that they will bring out some titles for it. Let us hope that it is true and they bring out such classics as Blue Max and Spy Hunter.

Commodore actually surprised me; some of their games are good — for instance, Space Sweep, Harbour Attack and Treasure Island. These games are great but due to fancy packaging, are over-priced and £7.95 each. If you buy them cheaply, or secondhand, they are very worthwhile, but, unless you have a special liking for one of their games, there are many better buys at that price.

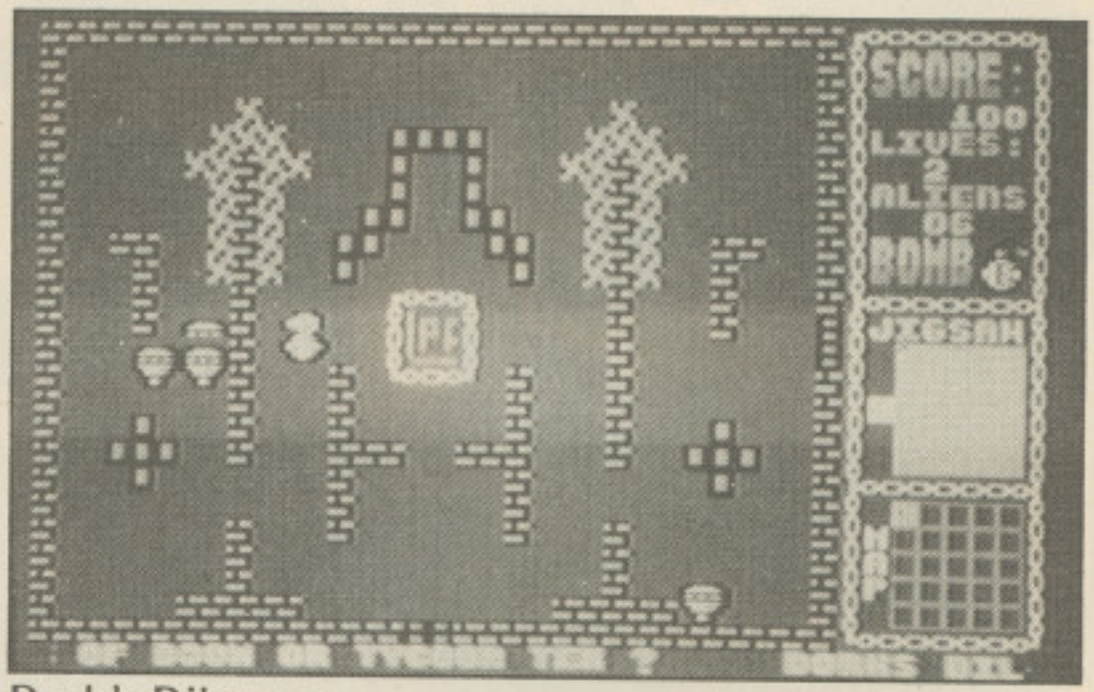


Xargon Wars

Number 1 — Classics I — Gremlin Graphics £9.95
This is a compilation tape which has four games on it.

Game 1 — Xargon Wars
A battle spectacular in the classic mould. Defend your mother planet against alien hordes. Put to the test your skills as gunnery commander as the space invaders launch wave after wave of laser bombs. Will your nerve last out and reflexes quicken as each success you attain is met by an even faster attack at the following level? You have probably now deduced that it is a "shoot-em-up" game but it is perfect: keyboard or joystick option, a six place high score table, demo mode, 16 screens, choice of number of lives. It is extremely responsive and also has a sound on/off option. One feature is laser temperature. This is in the box at the side that contains score lives, rank etc. and has three sections; green, yellow and red. Every time you fire, it goes up and slowly cools back down. If it reaches the red section, then your laser becomes inactive until it has cooled down to the green section. This changes the games from an auto fire/fire button firmly held down type of game to a strategic one. As the stages go by, you will see how to make sure you're not caught out by the laser temperature. The game is suberbly laid out and is a No. 1 in its very own right.

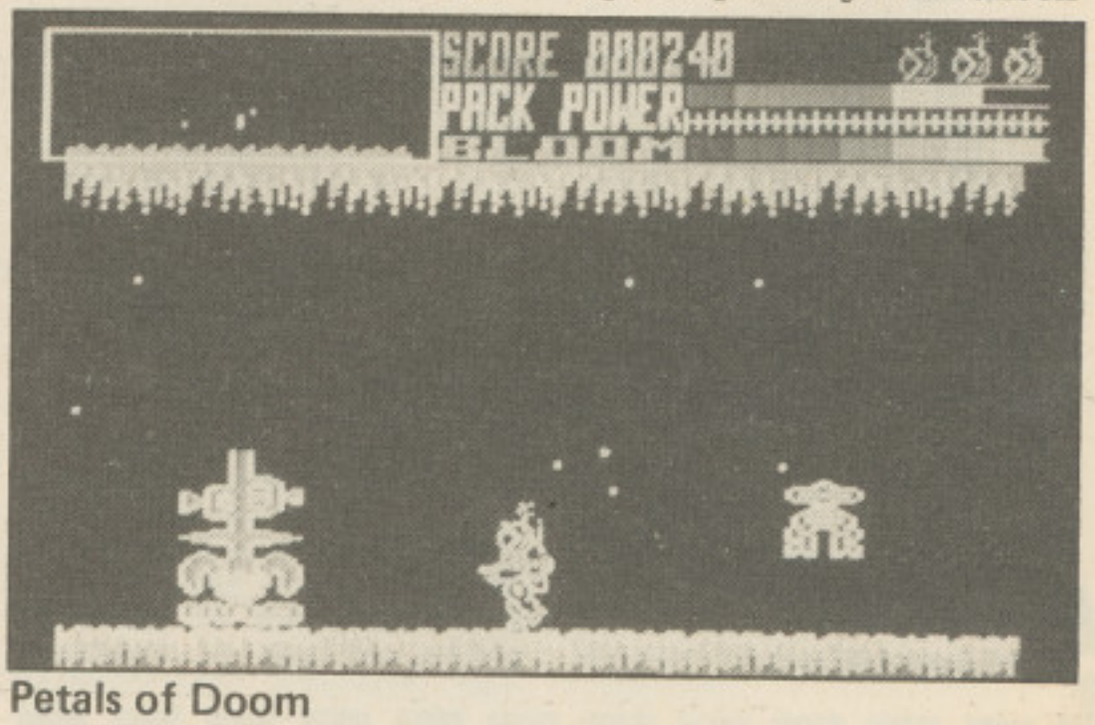
Game II — Tycoon Tex
The inlay to this makes interesting reading. "—Tycoon Tex is a rootin', tootin, oil tycoon in true wild west tradition. Guns blazin', eyes glazin', the faster he can make his pipe petrol, the quicker he can add to his bank balance. Sand, ice or snow can't hold Tex's speedy draw as he fights off the dangers of falling bombs, arrows, surface missiles and crash explosives. And, if he's a second too slow — **!!?? Boom — one more leak, one less barrel to add to his sticky hoard". What rubbish!! Gremlin Graphics have two very good but totally different ideas and have tried to make them mix. It doesn't work. You're walking along in Texas in the 19th century, jumping the gaps in your pipeline when a jet tries to bomb you! Then if you complete that stage, you move to Iceland. There's a 21st century background on all stages. It's an enjoyable but very screwy game.



Dork's Dilemma

Game III — Dork's Dilemma
This is a totally unique game and as far as I know there are no other version available for any other computer. Dork must collect the pieces of a jigsaw puzzle which are contained in a force field all over the planet. The force field will collapse when all the guards have been killed. To kill them you must drop short-fused bombs, which Dork is not immune to, so he has to run away. The game this seems to be to get as many of the guards together as possible, then dropping the bomb thus taking out as many as you can with one bomb. After a piece has been obtained, you go after the next piece, leaving via the side door. By pressing ESC you can go on to the jigsaw screen at any time. You can move the pieces about and, if they are in the right place, they will turn white, if not, black. Graphics and sound are quite good and it is a very interesting and enjoyable game.

Game IV — Petals of Doom
Petals of Doom is a "shoot-em-up" with a difference. The Petals refer to flowers as you might expect. The flowers get bombed by the nasties which you must destroy. You must save the flowers by flying around in your jetpac, shooting the nasties. When your jetpac runs out of energy, you can hide under the flowers for protection. Your energy decreases when you fly or fire. If the plants grow to their full height, the force field at the top will open and you can exit on



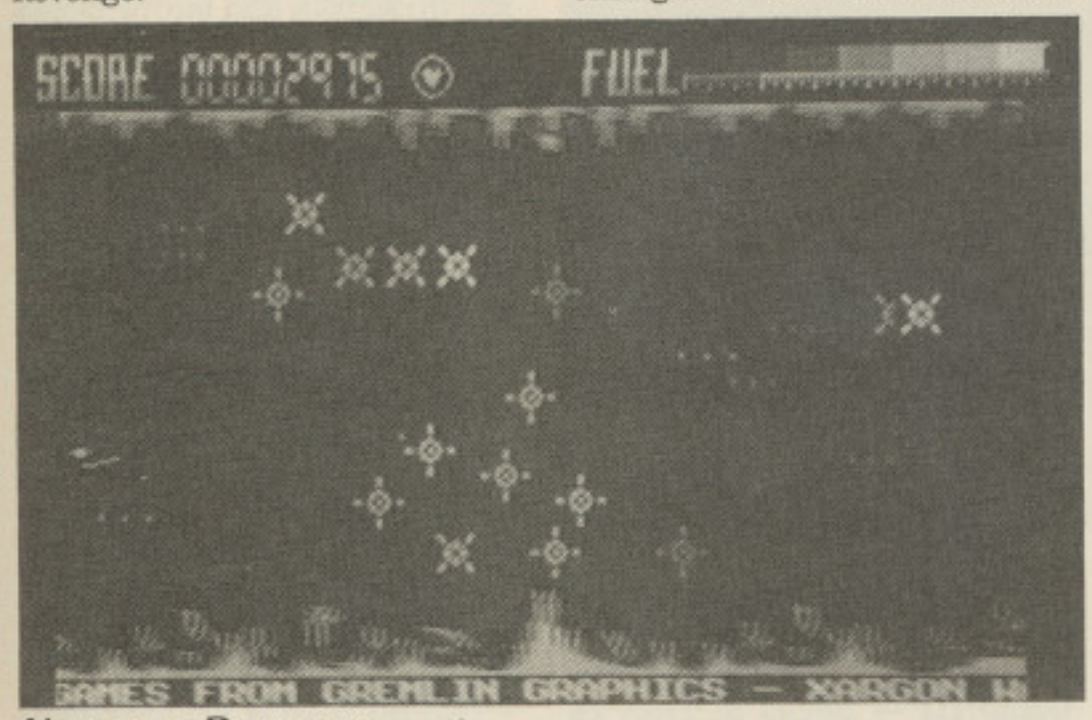
Petals of Doom

C16 COLLECTION

to another and more difficult screen. With the usual keyboard/joystick option. It has good graphics and sound. The game is, like the others on this tape, enjoyable and unique. This game really boosts the tape and makes it more worthwhile. The game proves that playing with flowers can be lethal!

Number 2 — Classics II — Gremlin Graphics £9.95
Another compilation tape of four games.

Game I — Xargon Revenge
The sequel to Xargon Wars and in comparison slightly disappointing. "The people of Xargon have never forgotten Xargon Wars and their humiliating defeat. They know your plan is to destroy them completely along with their four satellite planets. The bait has been set — so prepare yourself for Xargon's Revenge!

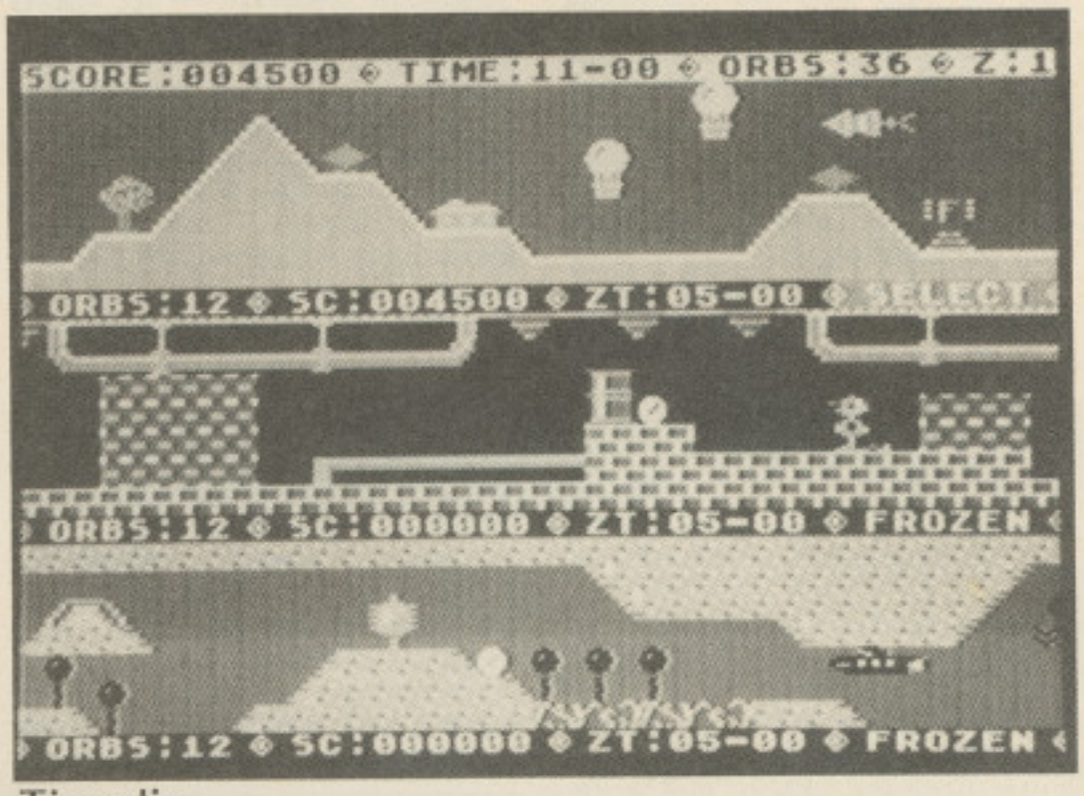


Xargons Revenge

The game lacks the enjoyment of Xargon Wars as it is just a poor defender. It is not as well laid out as Xargon Wars and is just a defender in which you only have UP, DOWN and FIRE. It has many screens which are just different graphics coming towards you. The inability to move left and right is most infuriating and is the main cause of loss of life. Rather disappointing after Xargon Wars.

Game II — Blagger
Blagger, or the Famous Blagger Goes to Hollywood, is a thief. He has to move around the screen collecting keys, negotiating hazards such as conveyor belts, poisonous plants, collapsing walkways, trains, and other such nasties. When you have all the keys, you must go the safe door. Meanwhile, your energy is gradually ticking away. It's like the Perils of Willy and has many stages. I confess I have only got on to stage 2, which has a giant Commodore logo amongst other things. The other stages promise to be just as good and this is another fun game. The graphics are not stunning and that game is slow (notably it stops when you pick up a key) but it is an important addition to this tape.

Game III — Time Slip
A totally amazing game, the screen is split into three sections and you control one section at a time. The sections are called Zones. Zone 1 is the Planet surface with a starfighter at your disposal. Zone 2 is an underground cavern. Zone 3 is a mini sub. Each zone incorporates different hazards. To succeed you must destroy 12 orbs in each zone. You can interchange between zones after losing a life or if you use the "Fire" function. There is an overall timer which decreases from 24 hours. If you hit fuel pods or oil barrels you gain time, but if you are hit you will lose it. A time-slip occurs after every five losers. Which changes the time on the individual clocks. It is very hard, enjoyable, exciting and addictive and is even better than Xargon Wars. Like Xargon Wars it's the one that makes the tape a good buy.



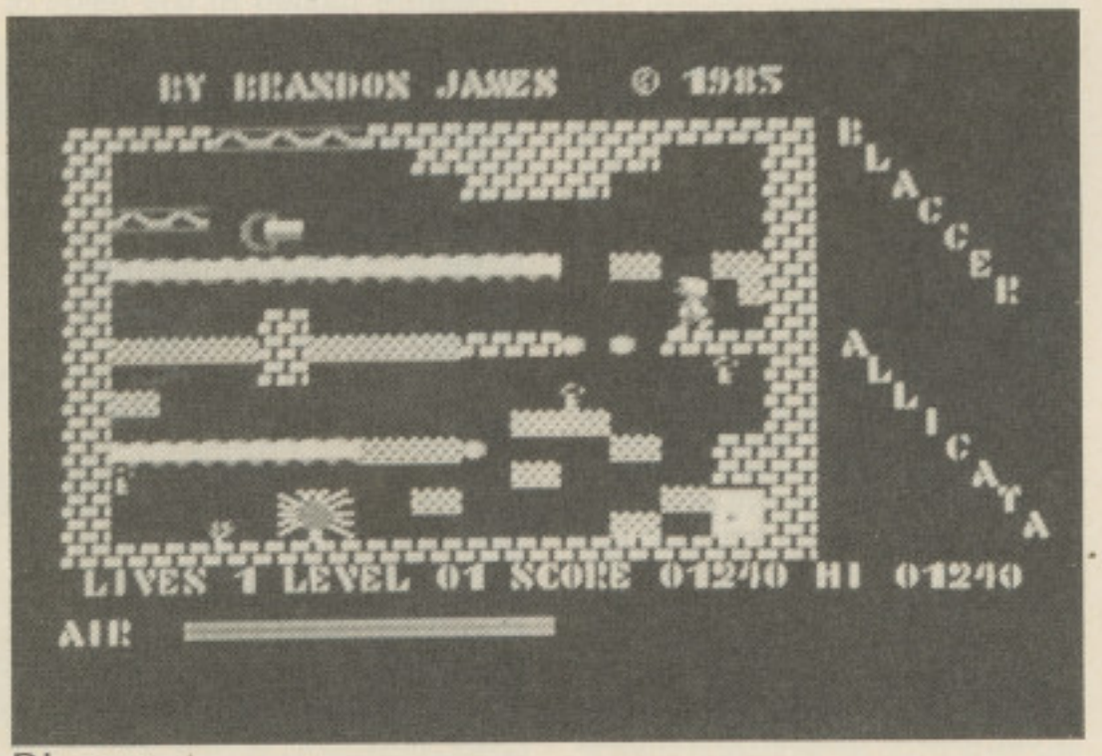
Timeslip

Game IV — Monkey Magic
"Join Monkey on his quest in search of the holy scriptures. This will involve a long and perilous journey on his magic cloud. High in the air you will encounter many evil forces. Use your magic staff to fire at and destroy the evil creatures of the universe."

All this is a defender where your spaceship is a pink cloud. Fairly amusing, it's the sort of game to turn to on a rainy day when you've played some of the others and have run out of ideas. An important fact is that all the games on this tape NOVALOAD, which means you only have to wait two minutes for it to load as compared to ten.

Number 3 — Formula One Simulator — Mastertronic £1.99
Surprising to think that the highest non-compilation tape is a £1.99 game. This is superb value for money. As the name implies it is one of the multitude of racing games. It is to see what has been put into 16K of memory. It has a scenic landscape comprising mountains, bridges, castles and trees, beautifully laid out at the top of the screen that smoothly scrolls as you turn corners, giving a very realistic view. The track is marked out in posts, giving more of a rally car look. You accelerate quickly in low gear up to a speed of 128 mph, then press the fire button and you're in high, joystick forward and you're at 240 mph. The red blob on the horizon comes nearer and increases in size and clarity — a car! Over to the other side of the road, one more successfully negotiated. The wheels screech as you slow down braking round the corners — very realistic. At the bottom of the screen is your score, time left, lap time, gear and high score as well as a wheel which turns as you do. This takes your mind off the fact that you're holding a joystick. The first lap you have 90 seconds in which to complete it and thereafter 60 seconds per lap plus the time you have left. When you do eventually run out of time you get points for every car you've successfully overtaken.

The inlay reads "Based on Formula One, levels of acceleration, braking and road holding, this program has been developed for the ultimate in realism. Get your braking points and line the rough corners in right, hold the car on the tyre squeaking limit, overtaking the other cars if you can and experience all the speed and excitement of motor racing." And for once it's not far wrong. It is the ultimate racing game for the C16 and, although it's not cluttered with dials and billboards, its simplistic beauty is a match for any other version. At £1.99 a definite MUST for all C16 owners. It has only one setback — loading time — but don't all good games?



Blagger

25

C16 COLLECTION

Number 4 — Bandits at Zero — MAD £2.99

"Defences are low and the bitter war continues. Alone in the skies you must survive by fighting off endless attacks from the enemy. Your perilous mission is to destroy the enemy aircraft carrier based at sea!"

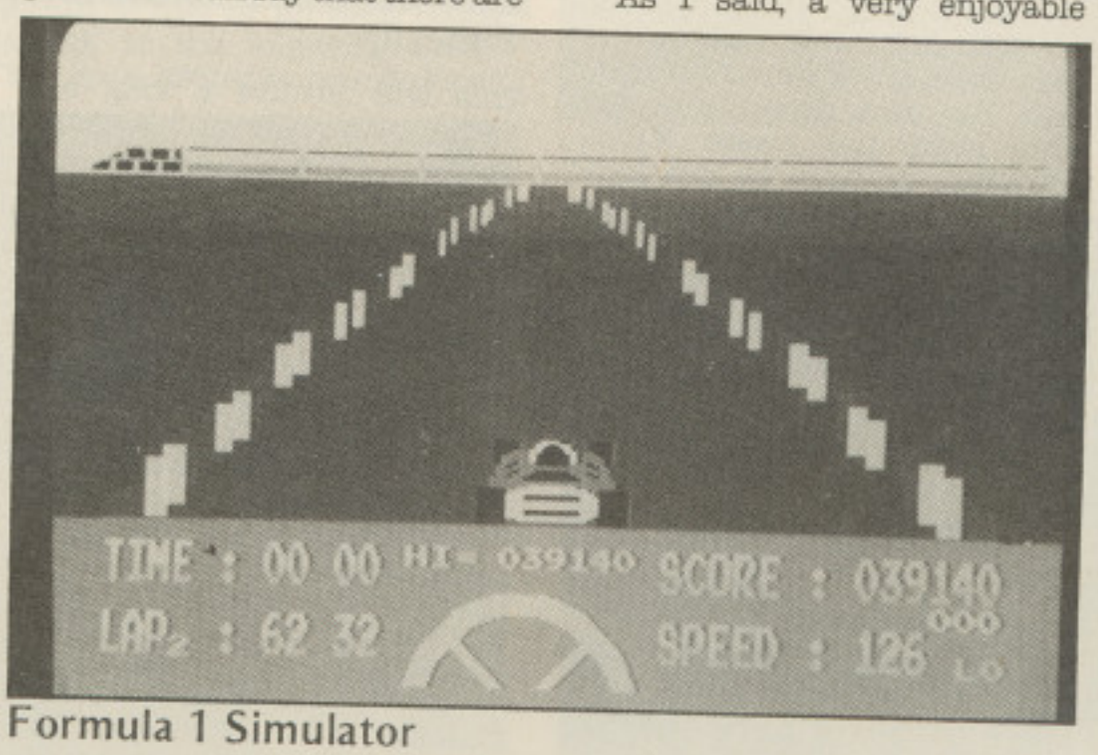
Well, that's your mission but it doesn't sound much like the title does it? Anyway, about the game. MAD stands for Mastertronic Added Dimensions and so I assume that these games are better than the normal Mastertronic £1.99 games, well sort of. The scene is out at sea with you flying above the mountains, the sea is made to look 3D by a series of dots spreading further about as they get lower. You are a red plane speeding along after fuelling quite happily, when suddenly you're attacked by other planes that enjoy firing black dots at you from their rear end and seem to get their kicks from ramming straight into you for no apparent reason, some just like firing at you. After a few minutes night begins to fall and the joyful music dies down. Then you notice on your scanner a small dot approaching but, be warned, do not attempt to blast it away because, if you glide slowly up behind it, you begin to refuel; if the refuelling process is completed then an extra shield is gained (shields are used instead of lives — you get 7). Then it's back to day with a different screen. Icebergs, tankers and mountains are just some of the hazards; your main aim is to get to the enemy aircraft carrier and blow it out of the water, but, alas, I have not got this far. Joystick is optional but is easier than keyboard. Anyone know Falcon Patrol for 64? Well, that is roughly what Bandits at Zero is and a promising version at that.

This has a high score table feature and makes good use of the 16's colour. A promising start. Let's hope MAD produce more games for the C16.

Number 5 — The Berks Trilogy CRL £6.96

Game I — Berks

If you like simple but addictive games, then Berks is the one for you. The Berks have invaded earth protected by the homing drones. You are a lone fighter in the new HI-TEC Terror Tank created to seek and destroy all the Berks. The Terror Tank must move around the screen blasting everything around him but beware, when a Berk is destroyed it will begin to fade, so do not ram full speed into the poor fading creature as you will be blown away. There are walls generously scattered around the screen, these can be useful but also fatal. So far the game sounds pretty normal doesn't it, so what makes it a chart topper? Well, I would say the fact that the drones can only be stunned for around 10 seconds certainly makes things more interesting. So does the energy level which proves very frustrating when you are doing so well and suddenly BOOM you've wasted all your energy — tough! I have never actually finished this game but I can say that there are a fair number of screens; to finish one screen you have to blast a certain number of Berks which gets higher as you progress.



Formula 1 Simulator

Although joystick is optional it is far easier because of the diagonal movement and firing. The graphics are not of a very high standard, with you being a pulsating blue and white cross, the Berks colourful litle men who look like they're wearing pyjamas and, lastly, the drones just diamonds that flicker when stunned.

Game II — Major Blink

Now I've heard of sequels being different to the original, but Berks 2 has gone too far, in fact the only similarity is those pestering drones that again can only be stunned, but let's look at the game, Now, instead of playing a human bent on destroying every living Berk you play Major Blink the creator of the Berks, trying to lead a normal life by painting, but, of course, there's always one thing that tries to upset you and this time it's super cool, colourblind teddy bears who try to unpaint your work. But you can sort them out by giving them a nasty shock by blowing them away with your double barrelled laser gun mounted at your waist. There is no diagonal movement in this game because the passage ways are only large enough for one character to move through so don't stun drones all around you 'cause it's bound to end in tears and the drones don't cry easily. There is an endless number of screens and they all have their different scrolling system, but the complete object of this game is to paint as much as possible and stay alive for as long as you can.

The game itself is a very enjoyable one and the graphics are good. I especially liked the teddy bears which wear sunglasses! Major Blink is a kind of goose (honest!) that is wearing a sort of star trek space suit and again the drones are diamonds.

As I said, a very enjoyable game that proves good, addictive arcade play.

Game III — Berks 3: They're Angry

At a quick glance Berks 3 looks rather like Berks 1, but take a closer look and you'll see there is a lot more to Berks 3 than meets the eye. Once again you take the form of the Terror Tank blasting through every known Berk (still protected by the dreaded drones) but this time you are in the Berks City searching for their sacred treasure hidden in the heart of the inner sanctum. The Berks have reinforced their walls with energy which will drain your points if you smash into them. This game is a kind of arcade adventure, in other words, you don't have to finish one screen at a time, you can go through any number of exits and entrances. Firstly, you must find 21 keys to open a force field; the keys are put behind blocks which must be blasted away before you can gain the key. After the force field is opened you enter the inner sanctum where you must get four keys to open another, smaller field. Then you enter the treasure chamber where you must find another ten keys to gain access to the treasure, then just ram into it and you have won! Joystick is optional and, as in Berks 1, using one is far easier. The graphics are the same as in Berks 1 except some drones are different, some even have faces! This is undoubtedly the best of the three by far and full marks to CRL for a brilliant arcade game.

Number 6 — Mr Puniverse — Mastertronic £1.99

At last! A truly brilliant arcade adventure for the 16. Big Mac 2 (Mr Puniverse) is THE arcade adventure for the C16. Of all the Mastertronic games I have played and thought were good, this beats them all. In the game you are the wimpiest of wimps, Mr Puniverse, tottering around 25 fun-filled rooms avoiding plungers and missiles. The object is to collect 25 power pills, essential for all wimps to survive, but beware, apart from the plungers and missiles, there are clear destruction boxes that kill on impact and falling clocks can put you in a sticky situation as well. Every room can be entered at will except if you get on a ladder when you could end up anywhere.

You have an energy level which, as in most other games, cause problems. For some unapparent reason you have an exploring time. When you find a pill, enter the next room and the energy level will go up and there is a rest room where your energy automatically goes up.

The graphics fit perfectly to the game and there is a nice feature that allows you to kill yourself by pressing "D" if you are stuck where you cannot move.

Overall this is an amazingly colourful game that makes good use of the 16's ability. It's certainly a must for 16 owners.

"The More Adventures of Big Mac" is another one in the series where you must complete one screen at a time. It is virtually the same, but it has a new "Y"ing feature to move on to another screen if you wish. Another good game.

Number 7 — Tutti Frutti — Mastertronic £1.99

Looking at the cover of this game you'd think you played an ice-cream seller but this is not so. You play super Strawberry avoiding acid apples and falling ones. The object of the game is to eat up all the cherries, or kill all the acid apples. When you fire it will continue flying around until it hits one living thing (including you!). It is difficult to know which of the two you will have to do, as there is nothing to tell you, so you might end up having to do both.

There is a spritely tune played in the background and there is a novel way of high score as well; scores are printed up the side and your score goes up as you

C16 COLLECTION

gain points. Joystick is needed. The graphics are very good. You, as super Strawberry are exactly like one and acid apples are green round things with white limbs. The game reminds me very much of another Mastertronic game, Rockman, but it is simpler and more addictive. However, when you buy this game do not be deceived by the cover, as this has nothing to do with the game.

A very worthwhile game that should prove very successful with C16 owners — well anyway I liked it.

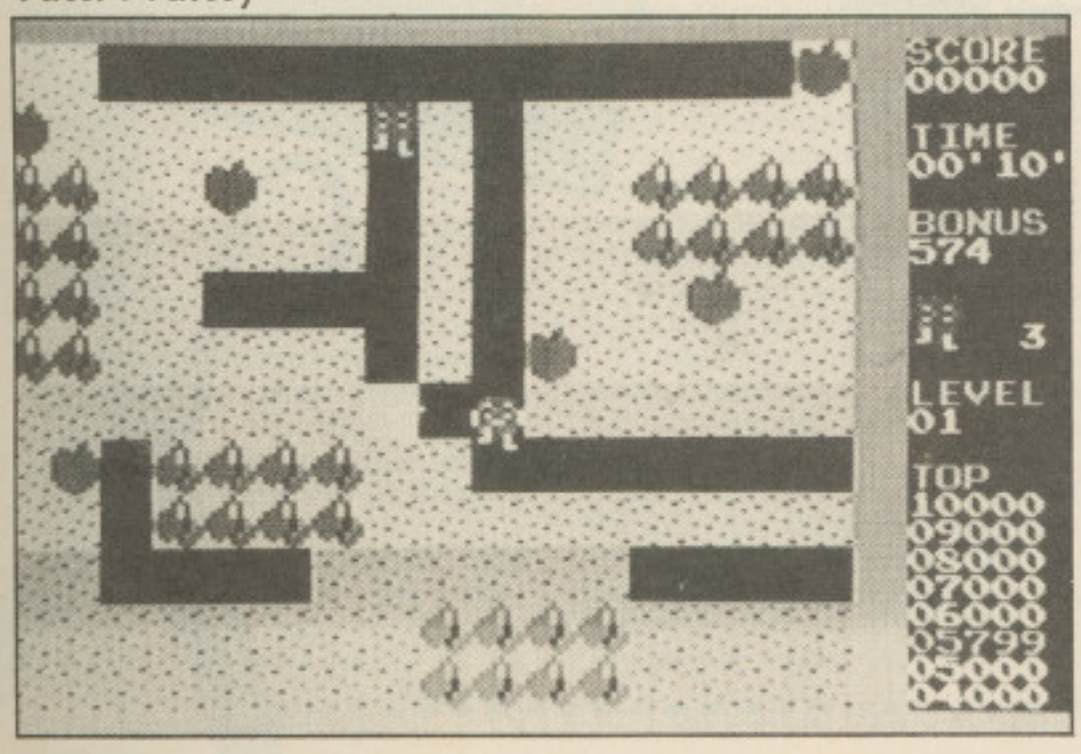
Number 8 — Death Race 16 Atlantic £2.99

"You have seconds to overtake as many cars as you can. Drive at up to speeds of 300 mph trying to avoid other cars as they swerve across your path. If you manage to overtake 70 cars without losing three lives, play is extended but this time you only have 60 seconds. Each extended play gives you an extra life and a bonus score. The game features many different screens, day and night driving and a high score", or so the inlay says and it's true. I was almost put off buying it because of the title. Death Race indeed. Normally games with titles like that are useless, but I forked out the £2.99 and wow! — a great game. Think back six to eight years ago — the "in" arcade game was Demon Driver. It's like that except it's 3D with the buildings, trees, lamp posts etc, coming towards you. The cars are the same, like a racing car. The graphics are simplistic but suit the game down to the ground. My favourite is the lamp posts, they are so realistic. The game is another cheap great for the C16 and is well worth buying. Great value for money and a game I've been wanting to get my hands on since the days of Demon Driver. It is another definite must and alternative to Formula One Simulator, which doesn't have corners, but stunning side line graphics.

Number 9 — Hustler — Bubble Bus £7.95

Hustler is a good game. It is limited in the fact that, apart from the cue ball, there are six balls to pot. This limitation is due to the fact that balls and pockets are a reasonable size, unlike Steve Davis' Snooker. there are six games you can play:
1) 1 player — pot any ball in any pocket
2) 1 player — pot the balls in order
3) 1 player — pot each ball in its own pocket
4) 2 players — pot each ball in its pocket and score the pocket
5) 2 players — Mini pool: similar to the game played on Shoot Pool. Each player plays until one player pots a ball, either a spot or a stripe. He continues to pot that one (either spots or stripes) until one person finishes by potting all his balls. This is probably the best game and is easy to understand.
6) 2 players — one player pots in order 1-6 the other plays in order 6-1. There is a high score table for games 1-4. To play the game, move a cross round the screen. The cue ball will pass over this spot. The best idea is to position the cross against the ball you want to hit in the appropriate place. At the bottom of the screen is a marker continually changing, this represents how hard you hit the ball. It can be a bit tricky because, if you try to hit the ball at full pace and just mistime it, you hit it at the weakest velocity and play a foul. You also have top spin, back spin, left spin and right spin. You can use none, just one or two. Score and fouls are controlled by the computer. The music is superb — the best I have ever heard on the C16. It is the theme tune to Pot Black. It's extremely good. The graphics are perfectly adequate with well-sized balls and shaped pockets. The cushions work perfectly, making a truly wonderful simulation. In my view, it outclasses Steve Davis' Snooker. A much better buy.

Tutti Fruitty



Game 10 — Football Manager — Addictive £6.95

This conversion features transfer market, full league tables, injury problems, save game facility,. promotion and relegation, FA matches, managerial rating, four divisions, as many seasons as you like, pick your team for each match and 7 skill levels. In fact the only things the C16 version lacks compared with the C64 is the graphics (which are boring) and the renaming of the players (which is tedious). You have a choice of teams to manage, but whichever one you choose, you'll start in Division 4. The seven skill levels are (1) Beginner, (2) Novice, (3) Average, (4) Good, (5) Expert, (6) Super Expert and (7) Genius. I find a good way to work is to start on Beginner and, if you manage to win the Division 1/FA Cup double move up one level. In the game you get 12 players; 4 defenders, 4 midfield, and 4 attackers. When you see the players you will see the player's name, his number (used for picking the team) his skill rating (1-5) energy (1-20). The energy rating is important because, if a player has only 1 energy rating he may become injured if played, but if rested, his energy will increase by 10. Also displayed are the player's value which relates to skill and division only and whether he is playing, injured or available. Loans are available but are directly related to your division.

Division 1: you can loan up to £1,000,000 but it decreases by ¼ million every division to only £250,000 in Division 4. 5% is paid back every week plus 1% on the outstanding amount. You can buy players but you cannot have more than 16 players in your squad at any one time.

Instead of the graphics there is a running match commentary, which is almost as boring as the graphics. At the end of the season the final league table is printed. The top two teams are promoted and the bottom two relegated. The skill ratings change, so, if you have a team full of players skill 4 and 5, at the next season they may be only skill 1 and 2 (as I found to my cost). In all, this is a very good version of the C64 hit and well worth buying.

Kung Fu Kid

Well, there you have it. 10 games no C16 owners should be without. Other games to look out for are by Gremlin Graphics:
Search for the Sky
Gullwing Falcon
Jetbrix
Kung Fu Kid

From Atlantis:
Space Escort
Panik

From Mastertronic
Spectipede
Rockman
Squirm

Also all Anirog/Anco games are good and for a true fighting game "Thai Boxing" is worth a look in. "ACE" is a good flight/fight game but a bit over-priced. But those ten games are the ones to buy. They give a wide range and will hopefully, give many enjoyable gaming hours.

S·U·B·S·C·R·I·P·T·I·O·N·S

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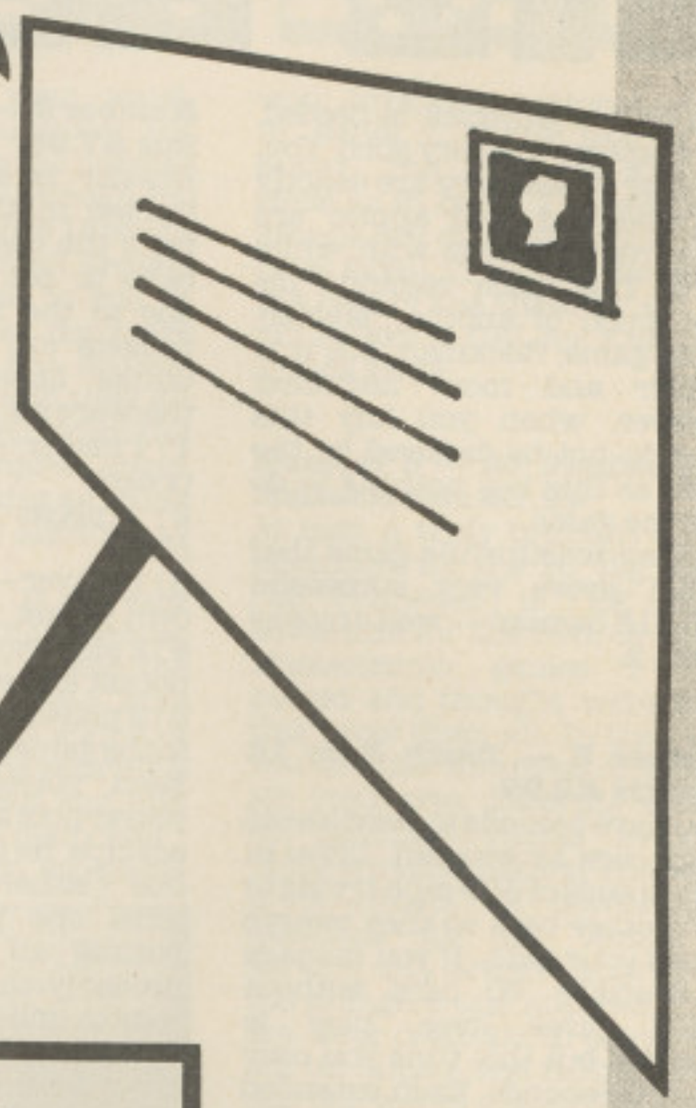

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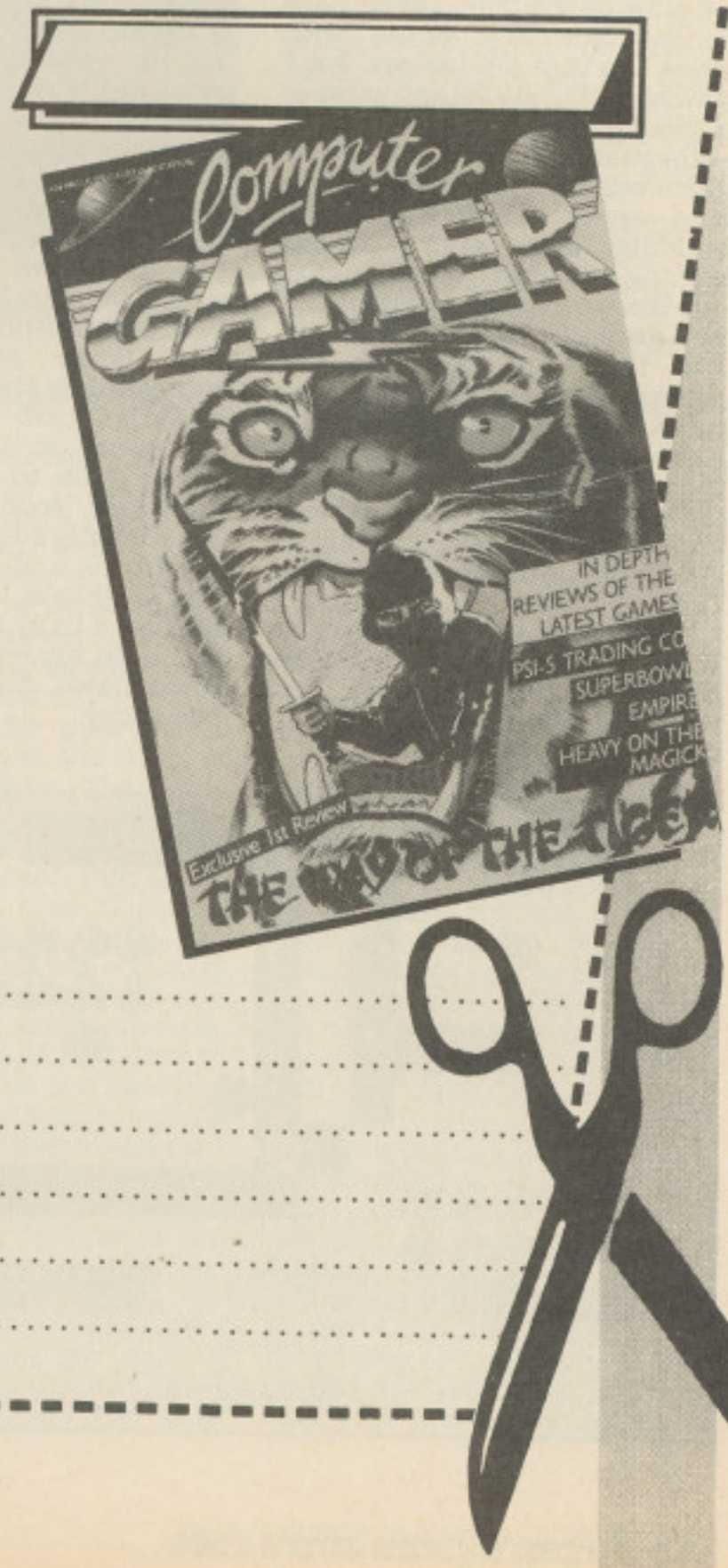


THE TROLLS TAVERN

Martin Croft reports on the latest adventure news.

Last month I spent some time talking about The Quill and The Illustrator, and I mentioned various companies which released Quilled adventures in the past.

One of them was Eighth Day Software, and I'm glad to say that they are still very much alive and kicking — in fact, they're about to release two new titles for the Spectrum.

One of them is called HRH — which, as no doubt you all know, stands for Her Royal Highness. Mike White, one of Eighth Day's directors, says that HRH is a pretty topical title, and I can't argue with that, with the Queen's sixtieth birthday falling at the end of April.

"It's a satirical game about the Royal Family," he says. "All of the major members are in it — and a corgi as well."

The second new game from Eighth day is called Ronnie Goes to Hollywood. It has nothing to do with rock bands with similar names, and a lot to do with a certain American president who seems to be much in the news at the moment.

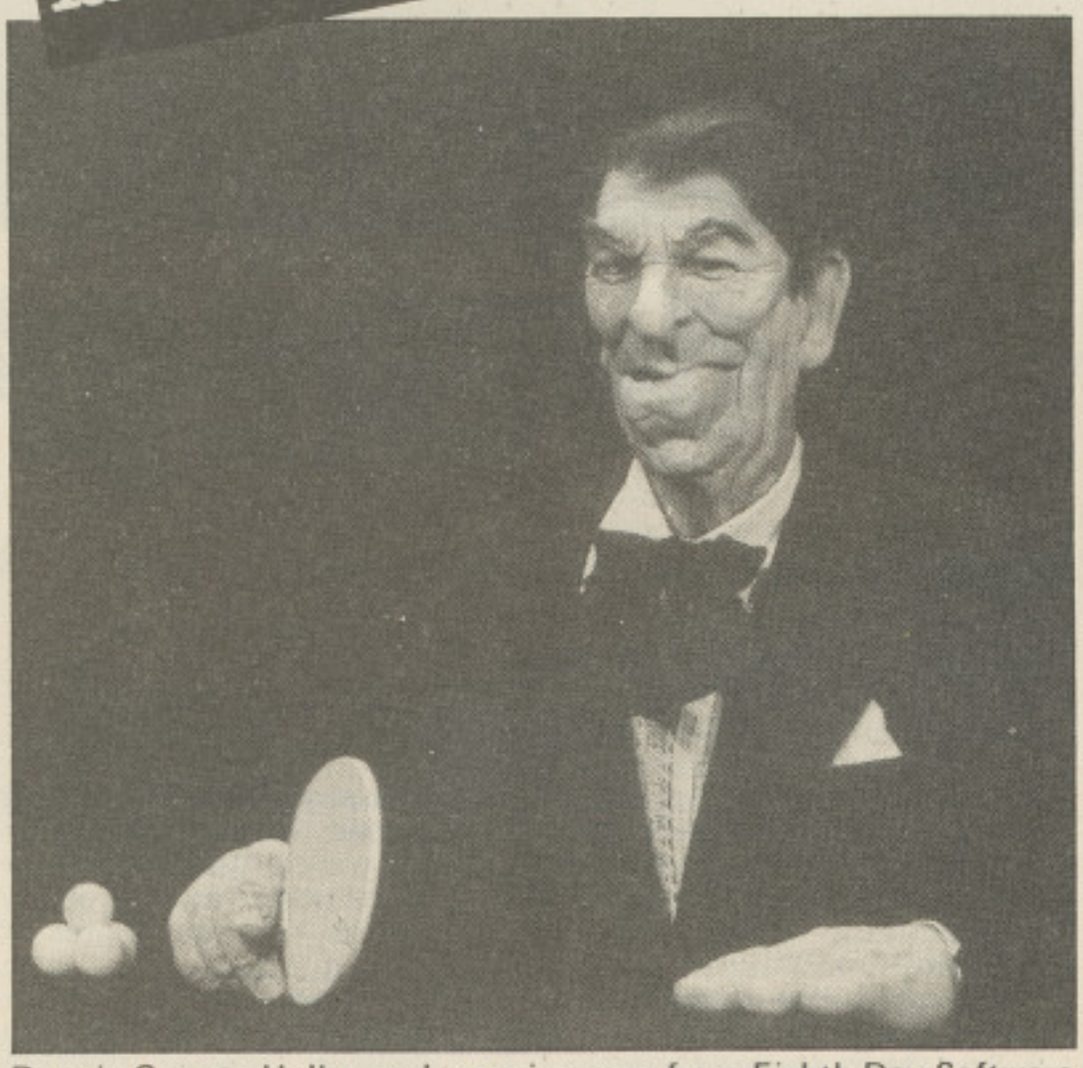
In Ronnie Goes to Hollywood, you, as Ronnie Reagan, have to get to Hollywood, make a film, and then get back to the White House in one piece — all in the space of a week.

Mike White says of both the new games, "we were fed up writing Middle Earth type games, so we thought we'd do something different." Ronnie Goes to Hollywood, he explains, is "a Spitting Image type kind of game — a British image of Ronald Reagan."

Both games are text and graphic adventures, the graphics being provided by courtesy of The Illustrator — and retail at £6.95 each. This is a departure from Eighth Day's previous pricing policy — their games have been £2.50 in the past (and more than half a dozen adventures still are available from them at that price). Mike White is honest about the reason for this change in policy — "there's no future for us in budget software — the overheads are too high."

Well, Eighth Day is one company being forced to move out of the budget field — and down south in Hampshire, another comapny is moving into budget games. The newcomer is Interceptor Micros, which has been offering a number of its very popular — and challenging — adventures at £1.99 for some time, the list of cut-price games includes classic titles like Heroes of Karn, Empire of Karn, Message From Andromeda, Forest at World's End and Jewels of Babylon — all very highly regarded when they first came out, although getting perhaps a bit long in the teeth now.

These games, however, are still being sold under the Interceptor label; but now the company is also going to be producing games at £1.99 under a new label called Players.



Ronnie Goes to Hollywood - coming soon from Eighth Day Software.

According to Interceptor's Mark Norsworthy, "these are products which were originally designed for sale at £7.00, and we are selling them at £1.99." Apparently, there are a number of graphical text adventures included in the Players range.

In addition to the new Players range, Interceptor is to release two adventures under its own label.

The first is a conversion of Warlord for the Commodore 64. It is a graphical text adventure, previously available on the Spectrum and Amstrad, in which the player takes the role of a Celtic warrior in Roman occupied Britain. The objective is to overthrow the Roman yoke and drive the invaders out of the island — shades of Boudicca's revolt!

The other game is an as yet unnamed adventure which at present is known as Earthquake, Again it's a text and graphic adventure, but apparently the graphics will be unanimated.

Warlord for the Commodore 64 will sell for around £7.00 (it's available at £1.99 for other micros). Earthquake has as yet no fixed price, and will be available for the Spectrum and Amstrad.

Meanwhile, up in Scotland, Talent Computing, which has released a couple of adventures for the QL, Commodore 64 and other machines; one of them, West, is a bit run of the mill — but the other one, Zkul, is very good indeed.

Unfortunately, though, like many other companies, Talent has put adventures on the back burner for a while, and is concentrating on utility programs for 68000 based machines.

Don't despair completely, as Talent spokesman John Tweedy says, "we're still working on adventures for the Atari and Amiga — they're still going to be coming." In fact, he admits, Talent has an adventure "half written by the author of Zkul. It has been waiting for a while, and it can be picked up and finished pretty soon."

Another company with plans for putting adventures on to 68000 based machines is Rainbird, sister company to Firebird and also part of British Telecom's burgeoning interest in the fields of software publishing.

Rainbird has released The Pawn, which was previously available from Sinclair for the QL, for the Atari ST (which is the version reviewed elswhere): conversions will also be done for a very impressive list of other machines — the Amiga, Commodore 64/128, Apple II, Amstrad 6128, BBC B, Atari 800XL and 130XE and Spectrum 128: the IBM PC is also a possibility.

In addition to that little list. Rainbird may well be buying the rights for the QL version off Sinclair, which would give the company just about a clean sweep.

Prices for the various different versions will range from a minimum of £14.95 to a maximum of £24.95 — the actual price for each different machine will depend on whether The Pawn is on disk or cassette and how many disks are needed.

Magnetic Scrolls, the company which originally wrote The Pawn, is working on all the conversions, and is also designing another adventure for Rainbird, although very little more than its name is known at present, and that's only a working title. Right at the moment though, it's known as 'Guild of Thieves'. This will be released on about ten machines, a Rainbird source says, although exactly which won't be decided finally until the company can see how the conversion of The Pawn do.

Anyway, that's about it for now — but there should be a lot of news coming out of the Consumer Electronics Show which is coming up soon, so hopefully I'll have much more news for you next time around.

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PYRAMID

OF THE WEREJACKAL

Explore an ancient tomb in our latest paper and pencil adventure

Welcome to another Heroic Warrior Adventure! All you need to play is paper, a pencil and two six sided dice. Make your choices and follow the numbered paragraphs as directed. Combat is resolved as follows:— Every creature is represented by two numbers, a strength rating and some life points. This is shown in the text as SR/LP. In a battle, roll one die and add the number to your SR. Now do the same for your opponent. Whoever has the **lower** total loses that particular round and must subtract two from their LP total. When the LP total reaches zero, the character dies. You start with an SR/LP of 8/20.

You are Arkansas Smith, the famous archaeologist. For a long time now, you have been searching for the fabled pyramid of the Werejackal — an obscure Inca God. After a tip off, you are searching in a rainforest high up in the Andes.

Go to — 22

1. The passage opens out into a large chamber. In the centre is a statue of a man with a leopard's head. The only exit is south
   To go S — 17
   To examine the statue — 53

2. You are in a small chamber with passages east and south. In the NW corner is a small spring trickling with a thick, blood red liquid and staining the floor where is splashes.
   To drink — 50
   To go E — 15
   To go S — 33

3. There are two torches above a picture of a large monkey. Do you want to get:—
   The left hand torch — 19
   The right hand torch — 61
   Both together — 38

4. The doors are carved with pictures of strange creatures such as half man, half leopard. The doors swing open at your touch revealing a wide corridor. At the far end you can make out a pair of ornately carved ebony statues — large figures of upright jackals, inlaid with gold and large rubies for eyes. In the foreground is a skeleton, pierced through the chest by a spear.
   To go in — 39
   To go out — 22

5. Whilst you were spending time examining the treasures, you activated a sandtrap in the antechamber behind you. Fine grained sand is pouring through slits at the top of the room. How many treasures have you got on your list? Subtract that number from six to give you a total. Now roll one die. If the number on the die is equal to or less than your total, you succeed in escaping e.g. if your picked up three treasures, 6 − 3 = 3. If your die roll is 1, 2 or 3, you escape.
   If you get out — 41
   If not — 57

6. Taking a closer look at your surroundings, you are in a large chamber extending away to the east. The walls are covered with pictures of jungle animals and there is a feeling of fresh air although you cannot detect where it is coming from. The door throughtwhich you entered is now permanently shut.
   To get a torch — 3
   To go E — 24

7. You need the flint knife. If you have it, collect as much hair as your want.
   Go to — 23

8. You manage to grab hold of the handles and swing into the passage to the north. You will not be able to return this way.
   Go to — 23

9. You are in a small antechamber. To the west is a locked door. to the north is a short passage.
   To go N — 17
   To try the door — 35

10. Only the hair will do. Do you have it?
Yes — 66
No — 1

11. You are in the treasure room. In front of you are piles of various gems, statues and furniture. The main items are a golden leopard, a huge ruby, an onyx and ebony stool, a gem encrusted jackal and a carved ivory monkey. Make a list of the treasure you pick up.
Go to — 5

12. You are in an altar room with passages north and east. In the centre is a large stone slab with a skeleton on top of it — obviously a sacrificial victim. A flint dagger lies embedded in the victim's chest. Do you try to pick it up?
Yes — 21
No — 47

13. The chamber is empty apart from a stone sarcophagus in the shape of a human with a jackal's head. Do you try to open it?
Yes — 28
No — 52

14. Do you have an appropriate item to cut the hair with?
Yes — 7
No — 23

15. The passage continues east and west. As you walk down, you set off a pressure plate and six darts fly out of the wall. Roll one die for each. I f the result is a 1, that dart hits and does 2 points of damage.
To go E — 52
To go W — 2

16. You bounce off the door, which is false, doing four LPs of damage.
Go to — 22

17. You are at a T-junction. Three short passages open into three chambers.
To go N — 1
To go S — 9
To go W — 47

18. The skeleton has an SR/LP of 8/7
If you win — 26
If you lose — 29

19. The torch is fixed but its holder pulls towards you. The monkey picture slides up revealing a passage to the north
To go N — 23
To go E — 24
To pull the other torch — 61

20. Do you have the hair?
Yes — 60
No — 32

21. You grab the dagger but as it is removed, the skeleton animates and makes to attack you. You can stop it by putting the dagger back into it, but if you want to keep the dagger, you must fight. Do you attack?
Yes — 18
No — 47

22. The jungle opens out into a clearing without warning. In the centre is a large, stepped pyramid grown over with moss and lichen. You walk all round it examining it for entrances. There are three, all in the west side. In the centre is a large set of bronze double doors. In the northwest and southwest corners are smaller stone doors.
To go NW — 40
To go W — 4
To go SW — 37

23. You are in a N/S passage. There is a chamber off to the east.
To go N — 2
To go S — 19
To go E — 33

24. The chamber is featureless apart from the inclined cavity at the end where the stone came from.
To examine the cavity — 42
To go W — 34

25. You are at the east end of a chamber
To go S — 36
To go W — 3

26. You get your dagger and return to the corridor
Go to — 47

27. The panel closes before you can get out. Starvation is not a very pleasant way to die.

28. You have your first misgivings when you see the end of a bandage at the bottom of the tomb and sure enough a mummy comes out and attacks you. It has an SR/LP of 10/14. How do you wish to attack it?
With your hands — 58
With a weapon — 65
Strangle it — 20

29. Now no-one will ever know about your amazing discovery — unless some other explorer recognises the bloody remains of your body at some stage in the future.

30. With mummy dead, you take a leisurely look at the sarcophagus. Inside is a key
Go to 52

31. You make a grab for the ruby at the same time, hurling yourself towards the door. You get the ruby but nothing else happens. You've been watching too many Indiana Jones films.
Go to — 25

32. The mummy attacks doing 2 LPs of damage as you realise that you don't have the appropriate item
Go to — 28

33. The chamber contains many low slabs with bodies on them. The main feature of the bodies is their incredibly long braided hair, do you want to cut the hair?
Yes — 14
No — 23

34. As you move into the passage, the door swings silently shut behind you. The passage is eeire, lit by a couple of flickering torches. Before you complete your examination, you are disturbed by a rumbling sound and more than slightly worried to see a large stone sphere rolling quickly towards you. Which way do you throw yourself?
To the left — 45
To the right — 63

35. Do you have the key?
Yes — 59
No — 67

36. The room is a small antechamber containing a stone table. On the table is a stone fist clutching a huge ruby. Do you try to get it?
Yes — 31
No — 25

37. The door is unmarked and seemingly blocked. Do you wish to shoulder charge it?
Yes — 56
No — 22

Pyramid of the Werejackal Character Sheet.

Name .....

Strength Rating 1 2 3 4 5 6 7 (8) 9 10 11 12

Life Points 1 2 3 4 5 6 7 8 9 10 11 12

13 14 15 16 17 18 19 (20) 21

22 23 24 25 26 27 28 29 30

Treasure

Random Numbers.

If you don't have any dice with you then use these random numbers to decide your fate. Start anywhere in the list and cross one off whenever you are instructed to roll a die.

1	3	6	1	5	2
3	2	5	3	4	5
4	3	2	3	5	3
6	5	1	5	1	6
2	4	2	4	4	4
2	3	6	4	6	2
2	4	6	3	1	4
6	2	3	2	1	6
2	6	1	4	5	2
6	4	3	1	4	3
1	5	3	2	1	6
6	5	4	2	5	5
1	1	6	2	3	6
6	5	3	5	6	4
4	5	3	4	6	5
3	4	6	3	4	2
6	1	2	3	1	1
2	5	3	3	1	6
2	1	1	5	5	6
2	1	1	2	6	6
6	3	3	1	6	2
6	1	4	4	2	4
2	3	6	6	5	1
1	1	5	4	2	3
5	1	4	6	4	3
4	1	6	5	5	2
3	4	5	3	1	1
3	4	4	4	4	5
4	4	3	3	6	4
3	4	6	3	3	6
3	3	4	5	5	1
1	6	2	2	6	4
3	3	5	2	6	4
2	1	1	3	6	6
4	3	5	5	1	2
5	3	1	3	6	4
4	4	3	3	4	5
5	2	5	3	5	4
6	4	3	5	4	4
5	4	4	2	4	4
5	4	4	6	4	6
3	5	3	1	1	3
4	2	1	4	3	3
6	3	1	1	1	3
4	6	6	2	5	3
5	1	3	5	6	6
6	3	2	5	6	4
1	1	2	5	1	3
3	3	1	3	2	3
4	3	6	6	3	2

38. The torches are fixed but both boulders swing towards you. There is a grating noise as a passage and a pit appear. Throw two dice. Is the result a double?
Yes — 8
No — 48

39. You walk some five paces into the room when you feel something give under your feet. The doors swing shut behind you. Rushing up to them, you see that there is no way of opening them from within. Continuing towards the statues, this quickly becomes irrelevant as another pressure pad releases a spear trap and you too become impaled. Hopefully you will be dead before the rats start eating the flesh off your bones.

40. The door is unmarked and seemingly blocked. Do you want to shoulder charge it?
Yes — 16
No — 22

41. You force your way through the sand and back to the T-junction, although there is no longer a way south
To go W — 12
To go N — 1

42. There is a small lever here. Do you want to pull it?
Yes — 64
No — 24

43. You make it just in time. A second secret panel has opened revealing a small room off to the south. Do you want to go in?
Yes — 36
No — 25

44. Two poisoned needles spring out and embed themselves in your wrist. The poison is strong and your death will not be long in coming.

45. Your luck is in. There is a small hollow that you squeeze yourself into as the ball smashes into the door.
Go to — 6

46. Do you wish to stab with dagger or throw it?
Stab — 51
Throw — 55

47. You are in the altar room
To go N — 52
To go E — 17

48. Sorry but your luck just ran out and you plunge to your death on the spikes below

49. Roll two dice. Is the result a double?
Yes — 59
No — 44

50. The liquid is poisonous. Roll two dice and subtract that many life points from your total.
Go to — 2

51. Add 1 to your SR
Go to 58

52. You reach a T-junction in the corridor. A passage leads west and there are chambers to the north and south
To go N — 13
To go S — 12
To go W — 15

53. The statue is large and unmoveable. Instead of eyes there are two sockets where it appears something has been prised out. Do you want to try putting something in the sockets?
Yes — 62
No — 1

54. You take a deep breath and let yourself go. the journey is short but bruising — you bounce off several jagged rocks suffering two LPs of damage. you get washed ashore downstream, back in the jungle and set off to tell your colleagues in the archaeological world of your amazing discovery. One thing is certain, it is unlikely that anyone else will pinch the rest of the treasure while you are gone!

55. You hurl the dagger but the mummy steps out of the way. Fortunately as the flint dagger smashes into the wall, it sparks and sets fire to a trailing bit of bandage. The mummy burns horribly. The dagger is smashed to smithereens.
Go to — 30

56. The door springs open although not without doing two points of damage to your shoulder. A corridor stretches out in front of you. Do you wish to enter?
Yes — 34
No — 22

57. You will never go hungry because of all the sand which is here but seriously, choking on sand is not a pleasant way to die.

58. If you win — 30
If you lose — 29

59. The door opens revealing the treasure room to the west.
To go W — 11
To go N — 17

60. You fashion the hair into a garotte and attack the mummy. Unfortunately, it has no effect whatsoever. The mummy attacks doing four LPs of damage whilst you are trying this
Go to — 28

61. The torch is fixed but its holder pulls towards you. suddenly a pit opens up under you and you hurtle down onto a particularly nasty set of spikes.

62. Only the large rubies will fit. Do you have them both?
Yes — 68
No — 1

63. You hit the floor and find a chocolate orange, But before you can tap it and unwrap it, you get crushed to death by the stone ball.

64. You hear two independent grating noises. Your immediate problem is that the panel that held the ball is now coming down. You throw yourself at the gap. Roll two dice. Is the result greater than 5?
Yes — 43
No — 27

65. Do you have the flint dagger?
Yes — 46
No — 32

66. You plait the hair into a rope which you tie round the statue and lower yourself down. At the bottom is a fast flowing river. Your hands are getting tired. Do you want to :—
Climb back — 1
Drop off — 54

67. Do you want to try and pick the lock?
Yes — 49
No — 9

68. As you place the second ruby, they glow and melt into the statue which swings aside revealing a tunnel beneath it. You drop a stone down and her a splash a few seconds later. You will need a rope to descend. Do you have one or something similar?
Yes — 10
No — 1

Map your adventure here.

Gordon Hamlett brings back the art of conversation to your adventures.

Dungeon Dressing

When adventures were young, if you met a dwarf, the chances are that he would throw an axe at you, curse when it missed and then run away. In these times of added sophistication, mindless violence is on the decrease (apart from slaying orcs which is mere occupational therapy) and you are much more likely to have to resort to the gentle art of conversation in order to progress further.

Most adventurers will be acquainted with The Hobbit and Bilbo's plight in trying to escape from the Goblin's Dungeon and this demonstrates very well the most usual form of talking to other characters; namely asking for help. Provided Thorin is with you, you can summon his aid to help you get out of a tricky situation. This theme can obviously be well developed. characters can carry objects for you, help fight your battles and use their specialist skills to further your cause.

The type of character interaction that I want to consider further though involves the gaining of information. Originally, this was seen in detective adventures in the form of "Mister Jones, tell me about the gun" but recently, some of the same ideas have been cropping up in fantasy games. In the superb Ultima IV, you can hold limited conversations with literally hundreds of characters. Initially, you can ask a character about his name, job and state of health. From the answers given, you can then question that person further by asking about certain key words revealed in the initial answer. For example, a fighter might tell you that he searches the dungeons. When you ask him about the dungeons he will tell you that he was looking for the green stone. He will then ask you if you have the green stone. If you answer no, he will tell you to ask a certain paladin about it. So off you go looking for the paladin who may well be in a totally different town. You may have met him before but the information about the stone never occurred in your original conversation, it's only when you are told the right question to ask.

Obviously, conversation will never take place on any great intellectual level but with a bit of careful planning, an exciting atmosphere can be created. The following ideas could all be worked into a story although I concede that to do the job properly, you would need a disk based system.

Any creature or character will have a certain knowledge of his surroundings. What information you can glean depends on two factors — what he **can** tell you and what he **will** tell you. As a person goes about his daily life, he learns about his environment and also hears various rumours and gossip. Exactly what he learns will depend on his intelligence and how much he travels. For example, a shopkeeper may have heard about evil goings-on in the ruined abbey whilst a recently returned warrior should be able to give more specific details. You can have a lot of fun with rumour. Some will be true. Some will be based on fact but wildly exaggerated and others will be downright lies. Working out which is which could keep a player worried for ages.

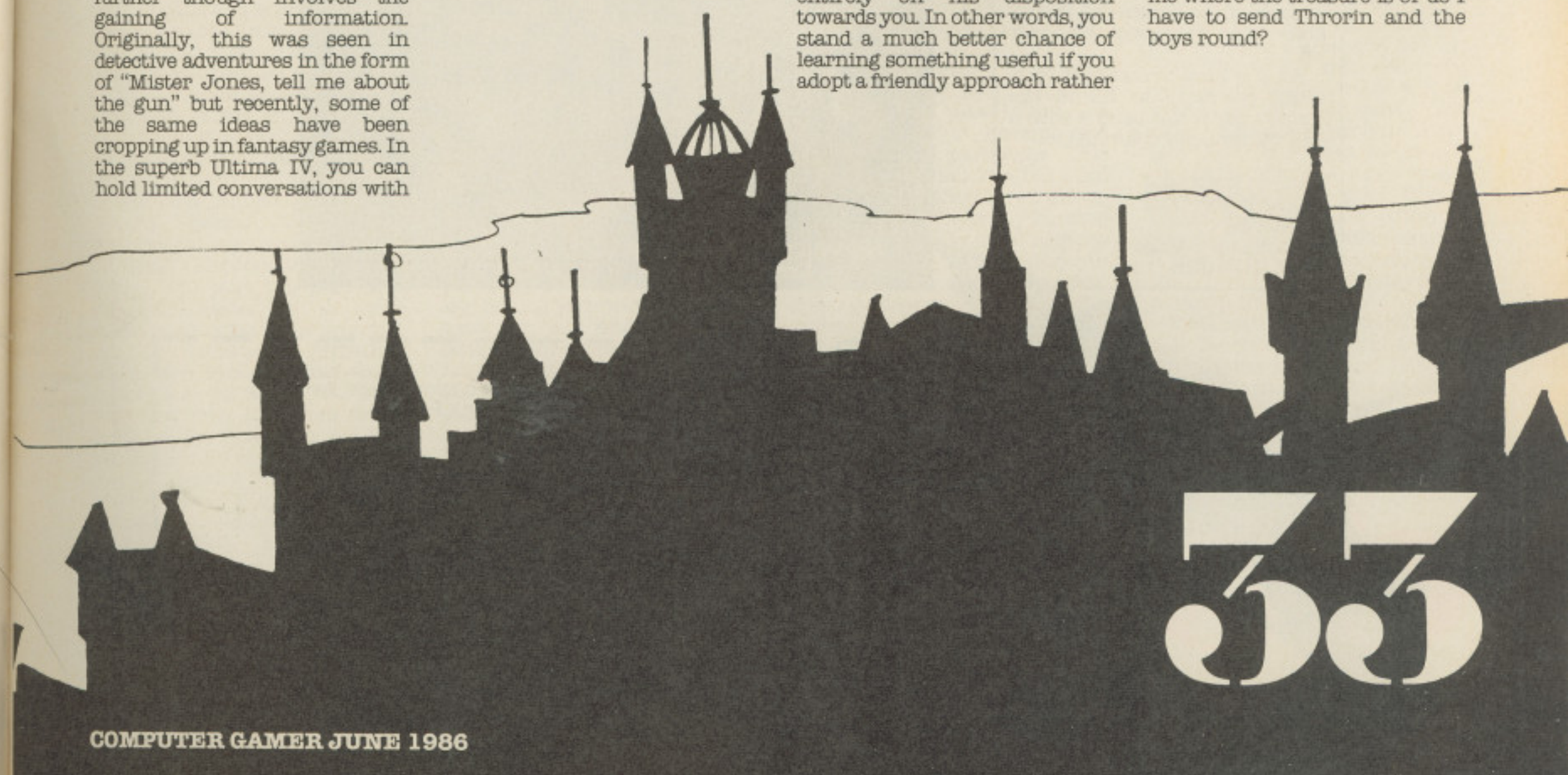
What information a person will impart to you depends entirely on his disposition towards you. In other words, you stand a much better chance of learning something useful if you adopt a friendly approach rather than threatening all kinds of dire misfortune if they don't co-operate. Taking this to extremes, torture will eventually reveal everything a person knows but adventurers don't go in for torture — do you? So, if you must have a torture chamber in your game, have the player rescue someone from it who would then willingly offer help.

The exchange of information does not have to be a one way affair — in fact very seldom should it be so. On a purely mercenary theme, every man has his price although you will find things easier to handle if you restrict bribing to ordinary townsfolk such as innkeepers, merchants and guards.

Frequently, you will have to give something to get something — a password maybe or performing a useful service, e.g. you find my long lost magic ring and I'll give you some information necessary to solving your quest.

Other ways of gaining information would be by spying — either by yourself or through a hired third party or through research — sitting down in a library for a couple of weeks — although this is hardly conducive to exciting gameplay!

Information should be sold dearly. Make your players work for a small, insignificant clue. Make them pay through the nose in the form of gold, magic spells (allowing access to previously closed areas) and expensive skeleton keys for locked doors (one use only of course!). People will require hefty bribes. They might even lie to you and send you off on wild goose chases. There are many ways of parting an adventurer from his ill-gotten gains. Now, are you going to tell me where the treasure is or do I have to send Throrin and the boys round?



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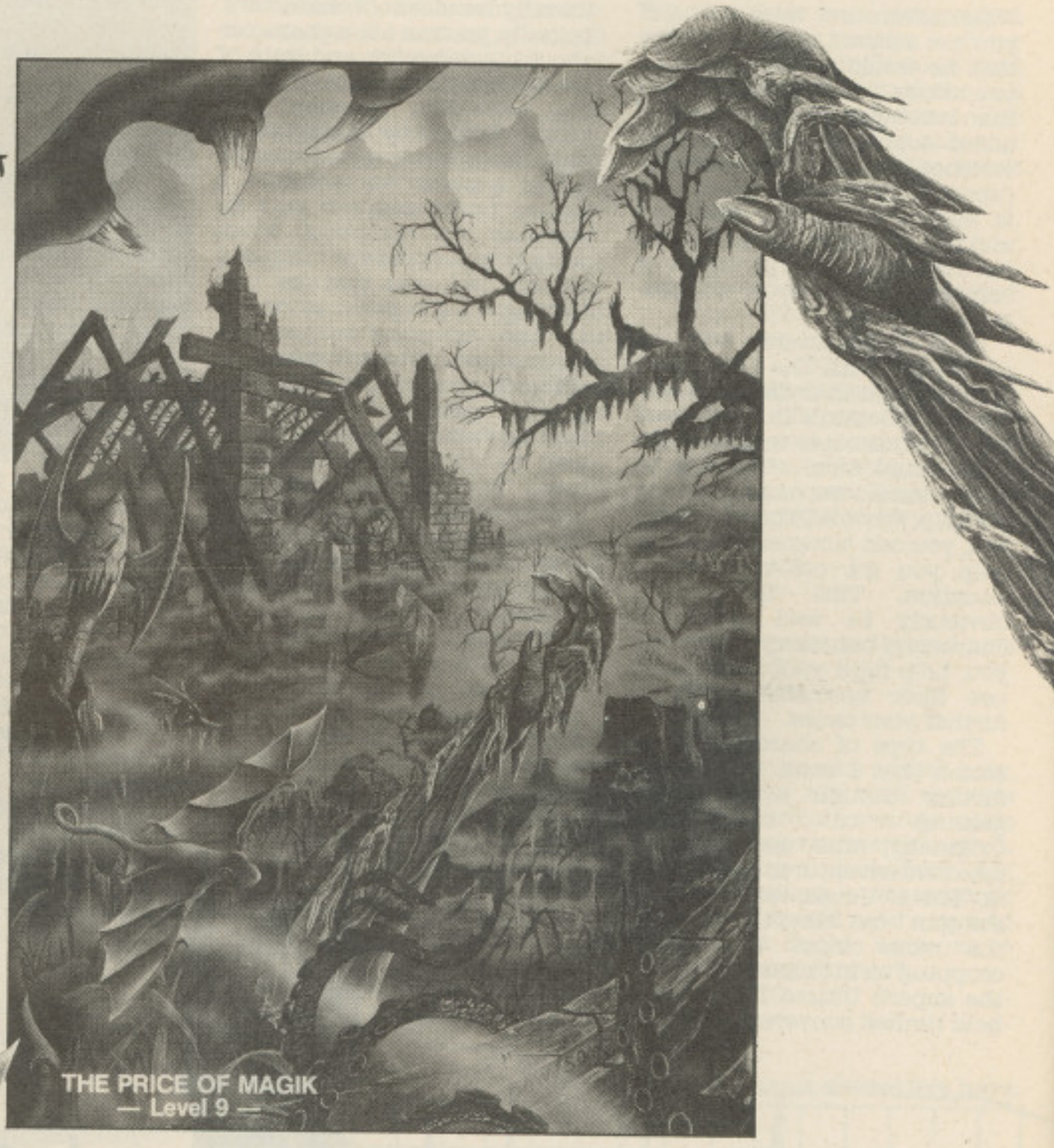

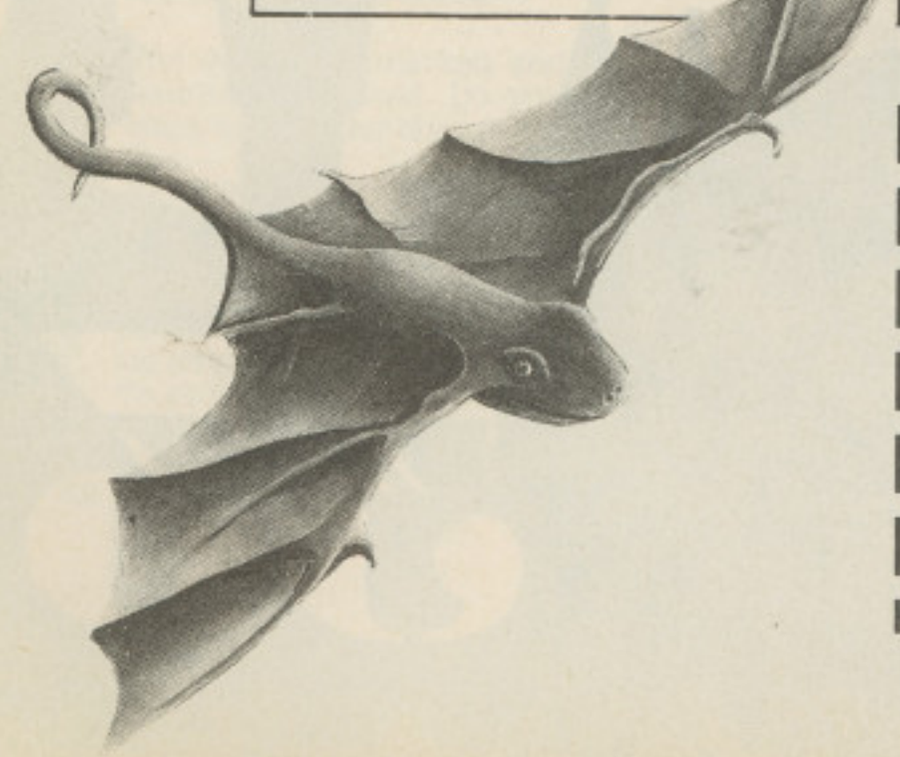

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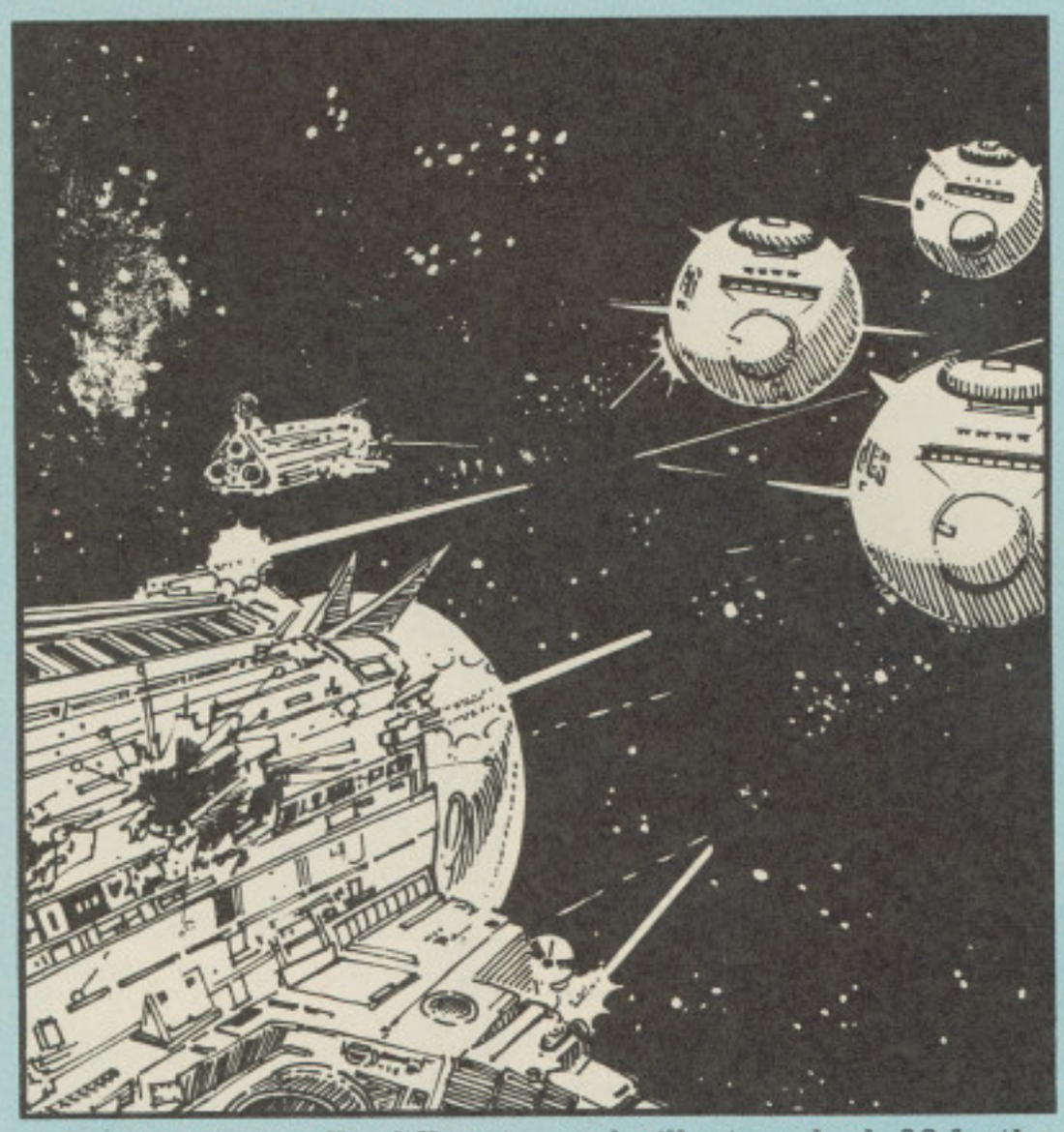
PBM UPDATE

Mike McGarry brings you the latest PBM news and includes some hints for It's a Crime players.



Some readers have occasionally expressed surprise that Gamer should cover PBM. What they may not realise is that computers play a major role in postal gaming. In later issues I shall be looking at the ways that the players use their Spectrums, Amstrads etc. to assist them but this month I am focusing on how the companies have enlisted computers to help them in running the games. In particular I am examining the two latest games from our old friends at KJC.

Computer moderated games have one big advantage for the companies; they are much cheaper to run than their hand moderated counterparts. For the players there are limitations to the actions that can be taken but in general they require more thought and clearly the games master is seen to be totally impartial. In the past some excellent games have been designed but have been let down by inept programmers or by attempts to run the games on machines with severe memory limitations. Often the flaws became obvious and the games collapsed.

KJC are, arguably, the biggest name in PBM. Their reputation was based initially on the hand moderated Crasimoff's World, which was the brainchild of their founder: Kevin Cropper. A fantasy role playing game, it still sets the standards by which other games are judged. Having established their position, they took the gamble of buying the hardware and imported their first computer game from the USA; the fantasy epic Earthwood. Their two latest games, Capitol and It's a Crime, are both American computer games but there the similarity ends.

It's a Crime is a game that will be well known to many Gamer readers who took advantage of our special starting offer. There were a few hiccups with the program at first but it is now up and running and is proving to be a great success. In fact, the latest word is that it may have already established itself as the largest game in Europe, an amazing feat after only a few short months and one that is probably due to the cheapness of the game and the reputation of KJC. It's a Crime is a simple game with limited options (too limited some might say) and as such is an ideal introduction to the hobby. You take the part of a gangland leader in a large American city and your eventual aim is to become the godfather and control that city. This seems a long way off when you start with few men and even fewer weapons. At first your options will be limited to simple actions such as arming yourself a little better and recruiting some thugs but as you progress they become more varied. My tip for beginners with no conscience (it helps in this game) is to try drug pushing as a means of earning enough money to equip your gang properly.

Capitol is a totally different type of game. It runs on an IBM computer using 512K memory and is very complex though the rule book is surprisingly easy to understand. It is a space game and adopts the standard 'conquer the galaxy' format but has several features that sets it apart. Mapping is an integral part of the game and the computer produced maps are excellent. In addition you receive some overlays to keep overall records of your positions. Your first few rounds are likely to consist of designing and planning your ships, bases etc and feeling your way around but soon you will find yourself in some minor battles and then the action starts coming thick and fast. My advice to novices playing Capitol is to read the rule book thoroughly and to start writing to other players immediately; you will find that you are one of about 35 players so there is ample opportunity for diplomacy.

It's a Crime is a very cheap game and costs £5 for the starting pack including the first eight rounds. Capitol comes into the medium to high price range and will set you back £6 for the basic material and included two rounds, further rounds are £1.75 each. Further details can be obtained from KJC Games, PO Box 11, Cleveleys, Lancs, FY5 2UL.

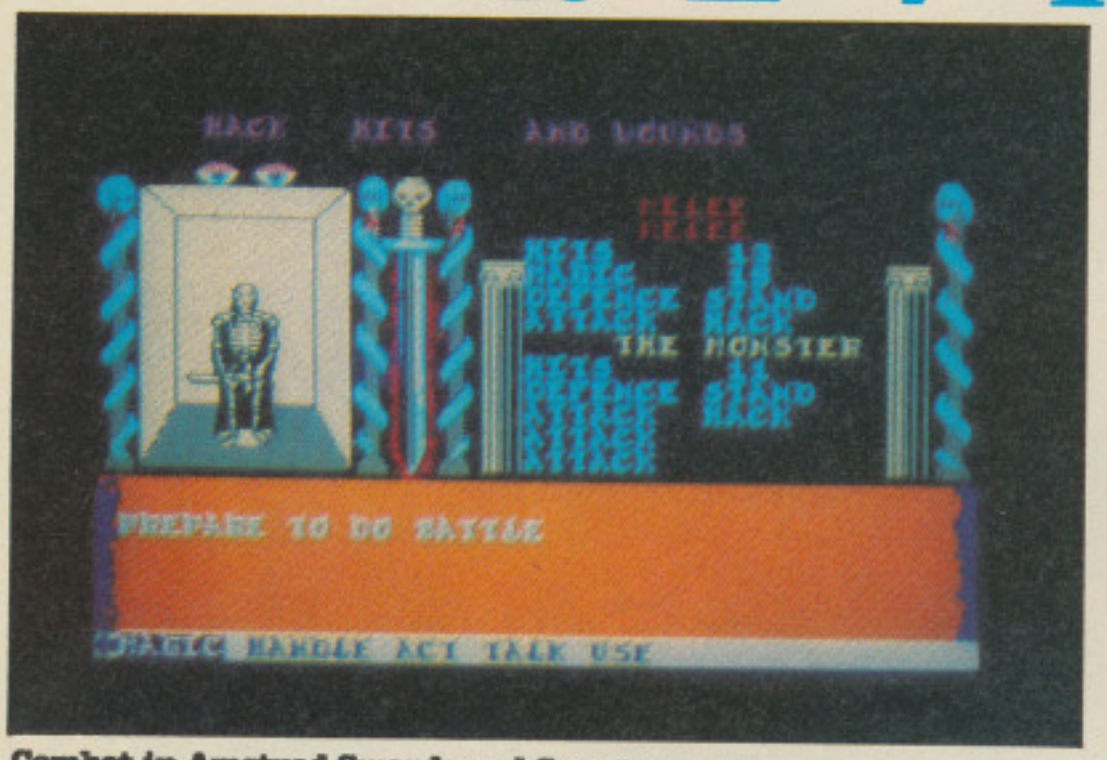
On the newsfront, I have heard that the larger companies are forming an association to promote PBM in general and themselves in particular. This seems like a good idea but I am surprised that they do not intend to involve the players by forming a PBM association similar to the one that is flourishing in America. Perhaps some enterprising players could show the companies the errors of their ways and organise it themselves.

Last month our featured game was Saturnalia and I hear from my spies in that game that there could be bad news for players in the Southern Isles. The rumour is that an unknown hand has removed the sword of Haquar from the body of Lord Storm and the demon has been set free to walk the land again. An ancient prophecy foretells that darkness will cover the lands and the signs are bad as the servants of Renchu, god of Death, are seen everywhere. It is a time for men of true heart to join together and to fight for the light.

We are looking for another Gamer reader to join our playtest team. If you are interested in playing a PBM game absolutely free and reporting back later on, just drop me a line and tell me why. The writer with the most original or witty reason will be invited to join the team. This month's playtest game is Where Lies the Power from Vengeance Games. It is a new game that I have heard some good things about. You control a powerful family in an interstellar empire. It is a game where ingenuity on the part of the player is paramount.

Next month the featured game will be Tribes of Crane from Mitregames and we will be looking for playtesters for two of the most expensive games on the market.

ADVENTURE R·E·V·I·E·W·S



Combat in Amstrad Swords and Sorcery

Title:	Swords and Sorcery
Computer:	Amstrad
Supplier:	PSS
Price:	£9.95/£14.95 disk

Imagine a fantasy role playing game that involves combat, conversation, magic, treasure and quests. With a display that includes a 3D picture and a map of your immediate surroundings and various boxes of information as well as large pictures of all the characters that you meet. And where, when and if you complete your tasks, you can transfer your hero over to further modules that are being planned. And the whole thing controlled by just six keys. Sound too good to be true? Well, it isn't. It's Swords and Sorcery and it's here now.

Whilst there are many quests and sub-quests for you to pursue, your main target is to find the assorted bits of the Armour of Zob which was unmade by its maker aeons ago. The armour is spread across many levels of a dark and dangerous dungeon and whilst some characters will help you, most are only interested in your demise.

The game is controlled by a series of menus. Your five basic actions are hit, magic, handle, act and talk but these all lead into further menus which give you an apparently bewildering choice of action. for example, choosing handle then allows you to pick from pick up, drop, wear, take off, hold and take out. Picking one of these then gives you a list of items to be acted upon. the 8 and 0 keys move you through the menus whilst 9 selects the current choice. Movement is achieved through keys 1-3 which turn you left, move you forward and turn you right respectively.

The game starts with you spending fourteen days training your character in various fields such as sword play and agility. the it's off on your mission. the main part of the screen shows a 3D display of the rooms and corridors with a map of the area of the dungeon that you are currently in although this map gets replaced by status and combat details. Below that is a box giving details of text and conversations. Combat does not necessarily take place whenever you meet a monster. You can try talking to him and cajole or threaten him in order to gain some information, perhaps about one of the artefacts that you have just found. If however you do decide to attack (or vice versa) then you must decide whether to use one of your weapons (maybe an enchanted one if you have found one) or to try casting a spell. You only start with a few magic spells, gaining more with experience but your initial arsenal of spells does include a fireball.

Swords and Sorcery is a highly complex game that will keep you quiet for ages, especially when you consider that several expansion modules are planned. It will take you some time to get the hang of what's going on around you but the game is such that you want to go back and try again. If you enjoy this type of game, Swords and Sorcery is highly recommended. **G.H.**

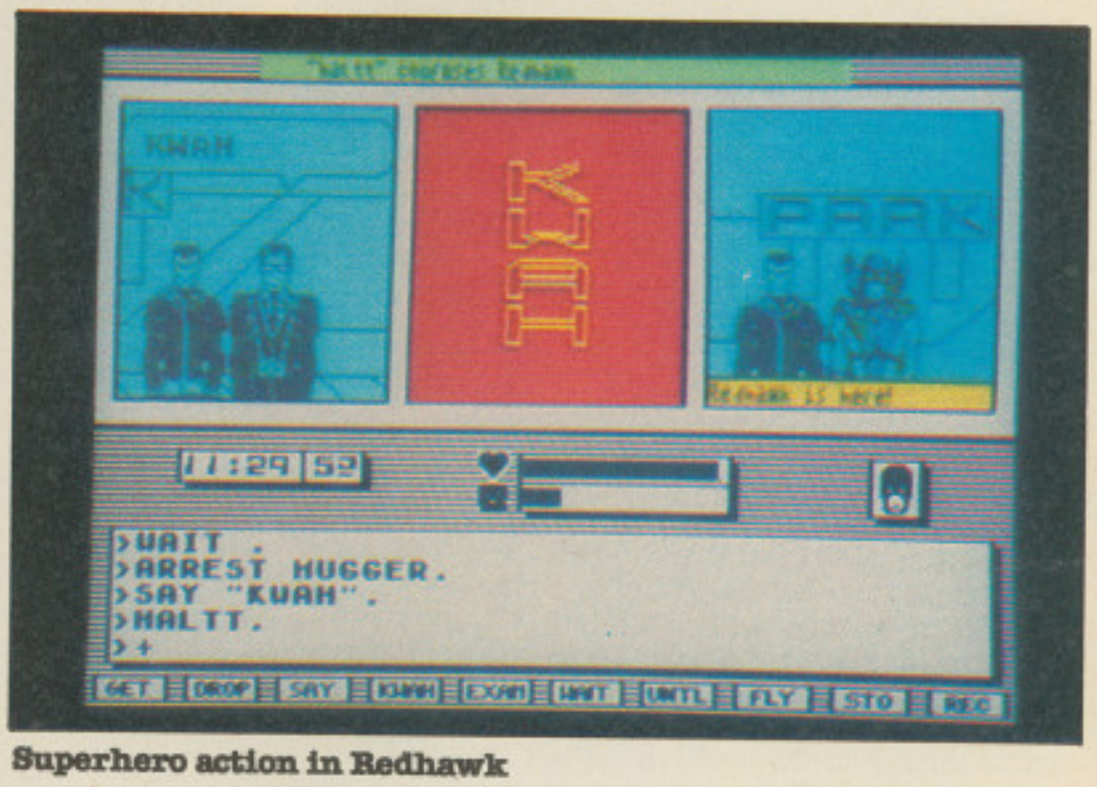
PLANET RATINGS

Originality
Difficulty
Atmosphere
Value for money

Title:	Redhawk
Computer:	C64/Spectrum/Amstrad
Supplier:	Melbourne House
Price:	£7.95

Kevin Oliver. That's all you can remember when you wake up in hospital. Your name is Kevin Oliver. It's only when you step outside does something else spring to mind. Kwah. A strange word but somehow familiar. You say it out loud to yourself and suddenly, in a puff of smoke, you change, No longer does Kevin Oliver stand there but instead, its a funny man in a cape and a bird helmet. No, its Redhawk the superhero!

Redhawk is a highly original adventure from Melbourne House. Whereas text input is normal, it is the output that makes this game unlike anything that you've ever seen before. It is in the form of a continuous comic strip, three pictures being displayed on the screen at any one time. Characters communicate in speech bubbles and little strips at the top and bottom of each picture tell you what is happening. With each new command entered, so a new picture tell you what is happening. With each new command entered, so a new picture is drawn, appearing in the right hand box and shunting the others one place to the left. The graphics are nothing startling, just large pictures of any characters present in front of a simple background, but they don't need to be. They bring back memories of reading Marvel comics under the bedclothes and set the atmosphere off perfectly. so too does the plot.



Superhero action in Redhawk

You set off by exploring the town. There doesn't seem to be much of it to explore though. A police station, an art gallery, the library, the town squares, a park, the hospital, a station and a Newspaper Office (not a wapping big one though — this one's in Fleet Street!). Maybe the police can help you but they've never heard of Redhawk and only laugh at you. A quick check of your possessions at this stage shows that you own a camera and four pounds — not very much. Perhaps the newspaper office can give you some insight into who you are although you don't hold out much hope. After all, superheroes only work for newspapers in comics don't they? However, a sign in the office says that there is a vacancy for a press photographer and the editor comes out and hires you on the spot saying that he will pay you if you take some decent pictures for him.

As you wander round in search of a story, a mugger puts in an appearance in the park. If you successfully arrest him, the police will start to trust you and issue you with a radio which will keep you in touch with crime all over the city. Your days as a crimebusting superhero have begun. Whilst talking to your colleagues, news comes in of a bomb at the local power station which the police are unable to defuse and which is estimated to go off in about six hours. Obviously, this is your major problem but crime continues elsewhere in the city, usually at the hands of one of the four supervillains. These are the Rat,

Hi-Tech, the Mystic Merlyn and Fusor, all of whom have their own assorted tricks and powers. If you neglect these other crimes, your popularity rating falls and characters will be more reluctant to give you the information you need to solve your main problem.

In order to get to these other locations, you will need to find a different mode of transport from Shank's Pony that you have been using so far. You can either catch a train or taxi, but both of these need money so it is important that you keep taking the pictures. A cheaper way of travelling is to use your super-hero powers and fly to a specified destination. The drawback to this is that it costs energy. Redhawk only has so much energy to expend and flying and fighting use it up very quickly. The only way to regain your energy is to revert back to Kevin and let it accumulate slowly again. Two icons show the amount of energy available to you and also your popularity rating.

Control of the game is very simple. The text input is straightforward and there are no obscure words that I have come across so far although you usually have to type commands in full. There is a row of commonly used words at the bottom of the screen and these can be accessed quickly by using control and then the corresponding number of the C64 and symbol shift plus number on the Spectrum. If you input something that is not understood, the game or rather the clock stops and waits for you to hit space. I found this somewhat confusing at first but is is in fact extremely logical, especially as there is a clock ticking on all the time.

In order to solve the crime about the bomb, Redhawk must talk to lots of characters as he tries to work out who planted it, why, where it is and how to neutralise its threat. Will it be the crooked chief of Police, the corrupt Director of the power station or the mad scientist. Your editor will help keep you up to date with what's going on and, of course, there is always the heroine, the beautiful Lesley who is a reported on your paper and always turns up when you solve crimes.

One of the nice things about Redhawk is that it's wonderfully tongue in cheek. The muggers say things like "It's a fair cop" and get your name somewhat confused. I've been called Red-sparrow, Redduck and Redhorse so far. All this adds excellent atmosphere to an excellent game. **G.H.**

PLANET RATINGS

Originality	●●●●●
Atmosphere	●●●●●
Difficulty	●●●●
Value for money	●●●●

Title:	**Castle Thade**
Computer:	**Spectrum**
Supplier:	**SAEC**
Price:	**£5.00**

Fancy winning yourself a colour monitor for your Spectrum? If you are good at adventures, here's your chance for the Spectrum Adventure Exchange Club are offering a Microvitec monitor to the first person whose correct entry is drawn out of the hat on October 21st. All that stands between you and your prize is the small problem of Castle Thade.

The land of Kral is ruled by the Lord of Darkness and his evil is spreading everywhere. Could it be a co-incidence that Thade is an anagram of Death? The council of the Powers of Light have selected you to penetrate his castle and strip him of his powers. Should you succeed, a stranger will give you a message, written in unusual symbols. If you can manage to translate this, send off your entry form.

The game (which is Quilled), starts off with you on one side of a wide river and the castle on the other. All around you are impassable mountains and a horrendously thick maze of forest. I found the forest somewhat annoying as there are locations that you can enter but never leave which in my book at least is a trifle unfair. The game is text only with some good atmospheric descriptions. The vocabulary is claimed to be over 200 words although have you noticed, you can never seem to find the combination that you want! You can examine certain objects only and it would have given greater effect to be told that "you see nothing special" rather than just "you can't".

Minor grudges apart, Castle Thade has some interesting problems (such as being crushed by sliding walls or bitten and captured by a giant spider) and will keep the old grey cells ticking over. Prizes are not meant to be won easily! SAEC can be found at 4 Kilmartin Lane, Carluke, Lanarkshire, ML8 5RT. The game is available by mail order only.

PLANET RATINGS

Originality	●●●
Atmosphere	●●●
Difficulty	●●●●
Value for money	●●●

or considerably more if you win!

57

Title:	**Valkyrie 17**
Computer:	**Spectrum**
Supplier:	**Ariolasoft**
Price:	**£7.95**

Whilst waiting for the sequel, 3 Days in Carpathia to be finished, Ram Jam and Ariolasoft have decided to re-release Valkyrie 17, a spoof spy adventure with graphic accompaniment.

The story starts when you receive a strange coded messge on your answer phone one day. "The Red Kipper flies at midnight". After a few days investigation which involves secret German beam weapons amongst other things, you decide that further action is required. To this end, you take yourself off to the Hotel Glitz overlooking Lake Bruntz and it is here that the game starts. Who is the blonde lady in the bar and why is she wearing a wig. What are you supposed to do in the ladies powder room! What on earth would you need a stethoscope for, if you can work out how to get it and just how do you get out of the hotel without getting killed?

Not every one of the one hundred plus locations is illustrated, and those that are consist of simple line drawings. Text input is very precise and frequently frustrating. The plot itself is very jolly but the whole thing looks dated and presentation is poor. I think it's a bit of a cheek re-releasing at full price and my feeling is that it is about 5-6 pounds to expensive — it would have made a great budget game. **G.H.**

PLANET RATINGS

Originality	●●●●
Atmosphere	●●●
Difficulty	●●●
Value for money	●

Title:	**Nightshade**
Computer:	**MSX**
Supplier:	**Ultimate Play the Game**
Price:	**£9.95**

The village of Nightshade sounds a bit like Milton Keynes 'Skeletons with rotting flesh dripping with the blood of the long dead, waiting, prowling the now empty village for live prey'.

Why, oh, why do I have to go and lift the curse from the village! Can't the editor send me to the South of France instead?

Alright I'm a brave adventurer and I'll take the challenge, Armed only with my trusty joystick, I entered the village. I didn't live long enough to regret it.

The graphics in this game must rate amongst the best ever seen on the MSX. Three dimensional views of the village scroll past as the little hero wanders from location to location in his quest to free the smitten hamlet. Walls of building disappear as you walk behind them showing only the line of their course and revealing the horrors that roam the streets., Strange hunchback demons and ethereal plagues plod their undead lives away in the search for human flesh, while flashfires spring up almost under your feet seeking to consume you with their burning tongues.

Entering some of the rooms reveals a new series of spectres which turn out to be spells, your only weapons against the evil which is running rife. Collect as many as you can and use your arsenal carefully. Different spells are effective against different enemies use the wrong one and you end up with double trouble as the evil splits with amoeboid simplicity and satanic leers.

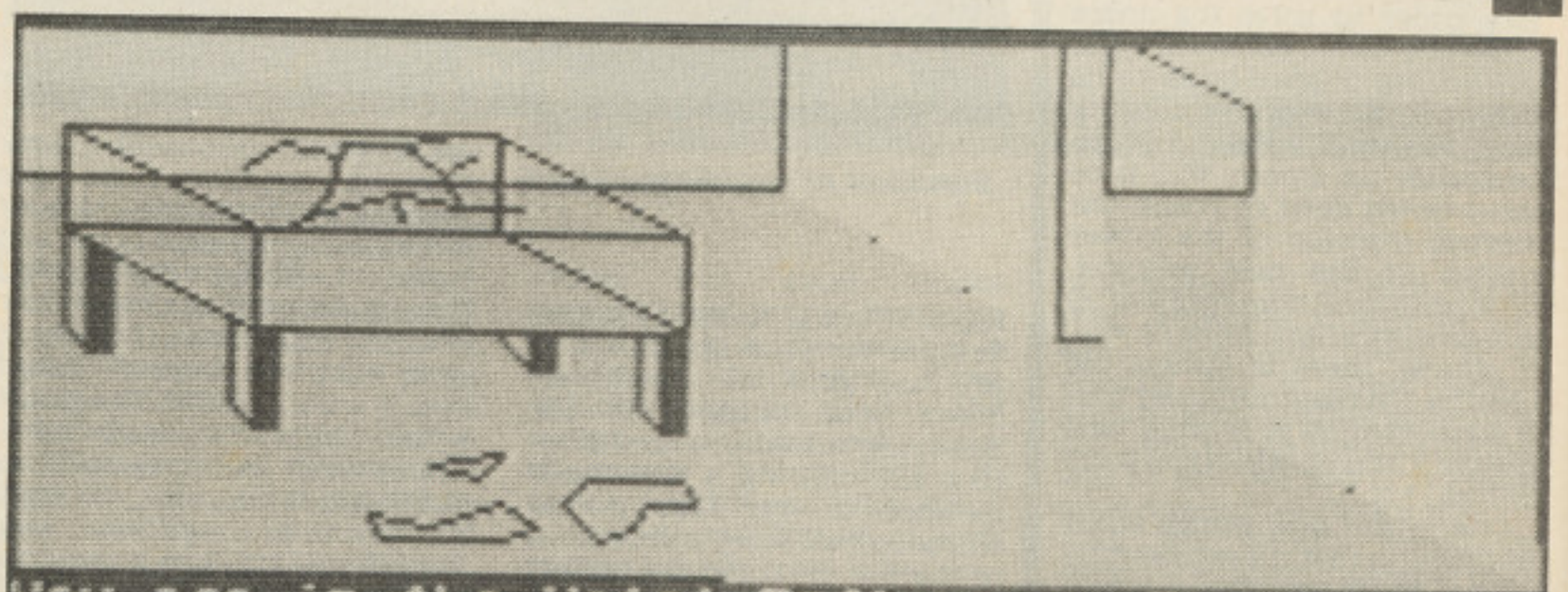
As your hero wanders he finds strange balms and potions which have desirable effects. Some heal all wounds and restore strength while others give him extra speed to dodge the foes and collect more spells.

It's about time programmers took the MSX more seriously and Ultimate have gone to town (well, a village anyway) on this one. The sound, graphics and gameplay are well thought out and executed and the controls can be keyboard or joystick in one of two different control modes. One control uses left and right to turn the little adventurer while back and forth move him. In the other mode he moves in the directions the control points him.

For all newcomers to the world of MSX and old lags like me this will open up your eyes to new possibilities in programming. In fact, open-eyed is the only way to enter this graphic adventure.

PLANET RATINGS

Originality	●●●
Atmosphere	●●●●
Difficulty	●●●
Value for money	●●●



REVIEWS

Title:	**The Very Big Cave Adventure**
Computer:	**C64**
Supplier:	**CRL**
Price:	**£7.95**

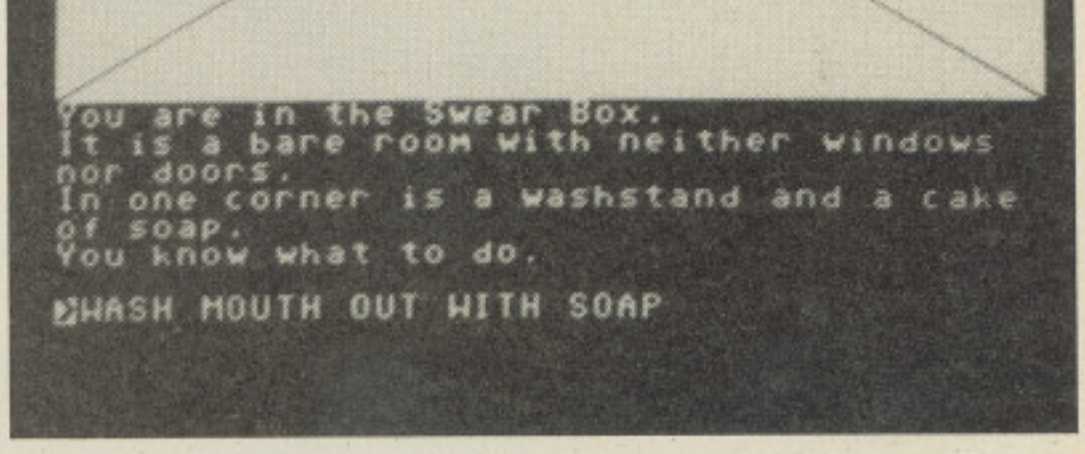
Those delightfully dotty damsels from Donegal, the St. Brides mob, have always had a reputation for eccentricity. But even they have surpassed themselves this time. Be honest, you never thought that you would see the day when a text version of Space Invaders was released, did you? Well now's your chance to try your hand at typing left, right and fire. Ideal for those of you whose reflexes aren't all that they were.

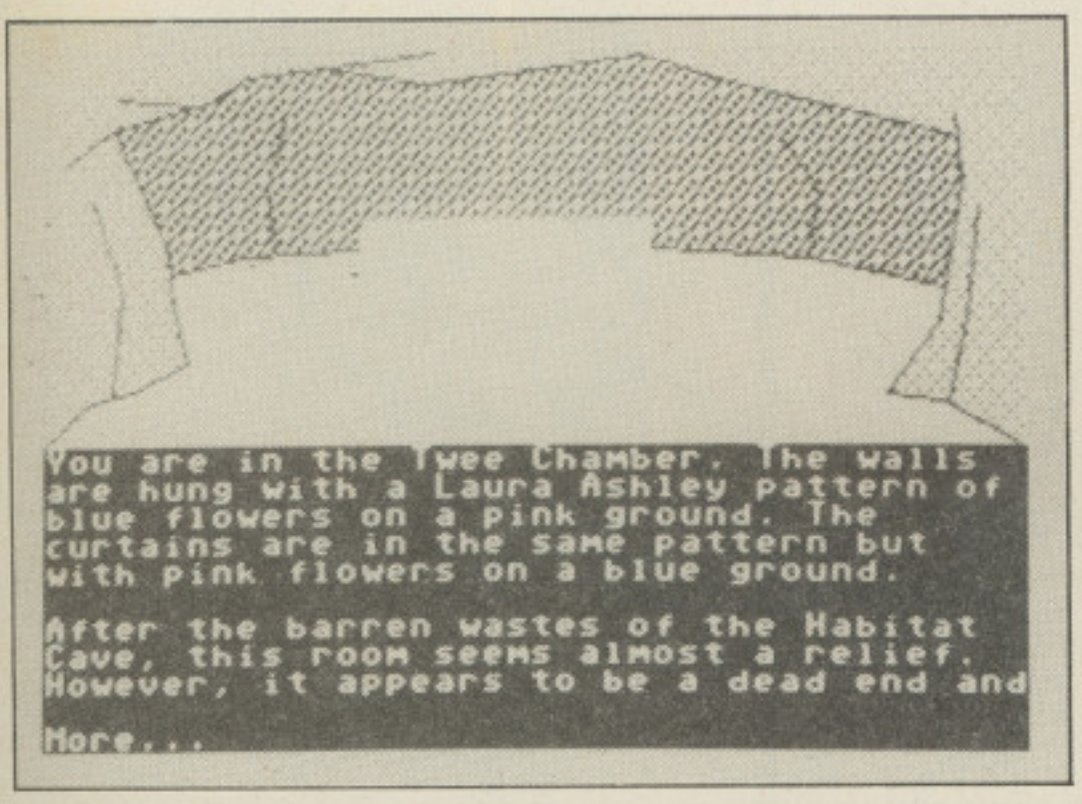
Released by CRL, the Very Big Cave Adventure is a very funny spoof on the very first ever adventure by Crowther and Woods. All the old familiar locations and creatures are there, only changed somewhat to protect the guilty. The game starts with you outside a familiar little brick cottage although this one has a sign marked vacant and requires a penny in the slot. So, it's off to the gully to see what you can find. Sure enough, there is a penny guarded by a ferocious looking bull which won't let you pick it up. The bull however asks if you are still here and on hearing you answer 'no", walks off believing you for it is a gully-bull! (groan). If you don't like jokes like that, then I suggest that you stop now as things soon get considerably worse. Insted of dwarves throwing axes at you, there is a tall, gaunt, bearded, bald gentleman throwing sharpened ZX81s. And so it goes on.

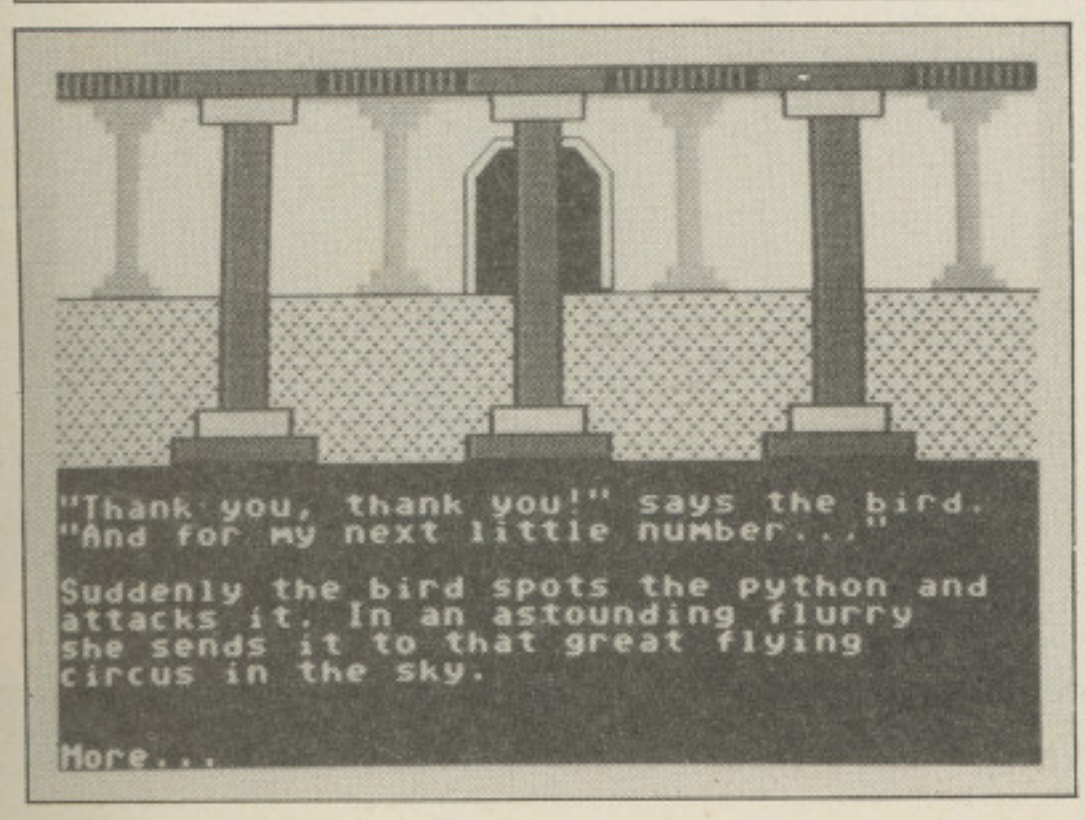
Caves has been written using Quill, Illustrator and Patch although you would be hard pressed to tell just from looking at it. Words that are not understood are greeted with the slightly worrying "? syntax error" and most other actions are treated to a flippant remark. It is difficult to say too much about the game without giving anything away or quoting things out of context. Suffice to say that I loved it. It matters not a jot whether you have played the original or not, if you have a warped sense of humour, then go and buy a copy. **G.H.**

PLANET RATINGS

Originality	●●●●●
Atmosphere	●●●●
Difficulty	●●●
Value for money	●●●●







Title:	**Caverns D'Or**
Computer:	**Spectrum**
Supplier:	**Data Designs**
Price:	**£4.50**

Caverns D'Or is the first game from a new software house and in fact forms part of their Astro Cade collection which features six games for only £4.50.

By far the best game of the collection is this adventure.

Your mission is simple: get into the castle, grab as much treasure as possible and then get out. No quests, no heroic rescues just plain honest plunder.

The action takes place on a split screen display with descriptions and battle reports appearing in the bottom half in a choice of two character sets. Above this are arrows depicting your possible exits, nine boxes in which you can store one object, a hand which shows which object you are currently holding, a pot containing your gold pieces and a scrolling showing your current strength and stamina.

The game is delightfully simple to play as all you have to do is enter any of ten single letter commands. These allow you to move in any direction, select and use an object (using a weapon allows you to fight), search a room and get anything you may find and finally rest, that restores your depleting stamina. Unfortunately, resting for too long will let one of the cavern's critters find you. So you'll soon be doing battle with orcs, rabid dogs, spectres and goblins.

Treasure is of course your main aim (apart from staying alive long enough to spend it) and you'll find plenty along with potions to heal you and strange bones that give you temporary strength.

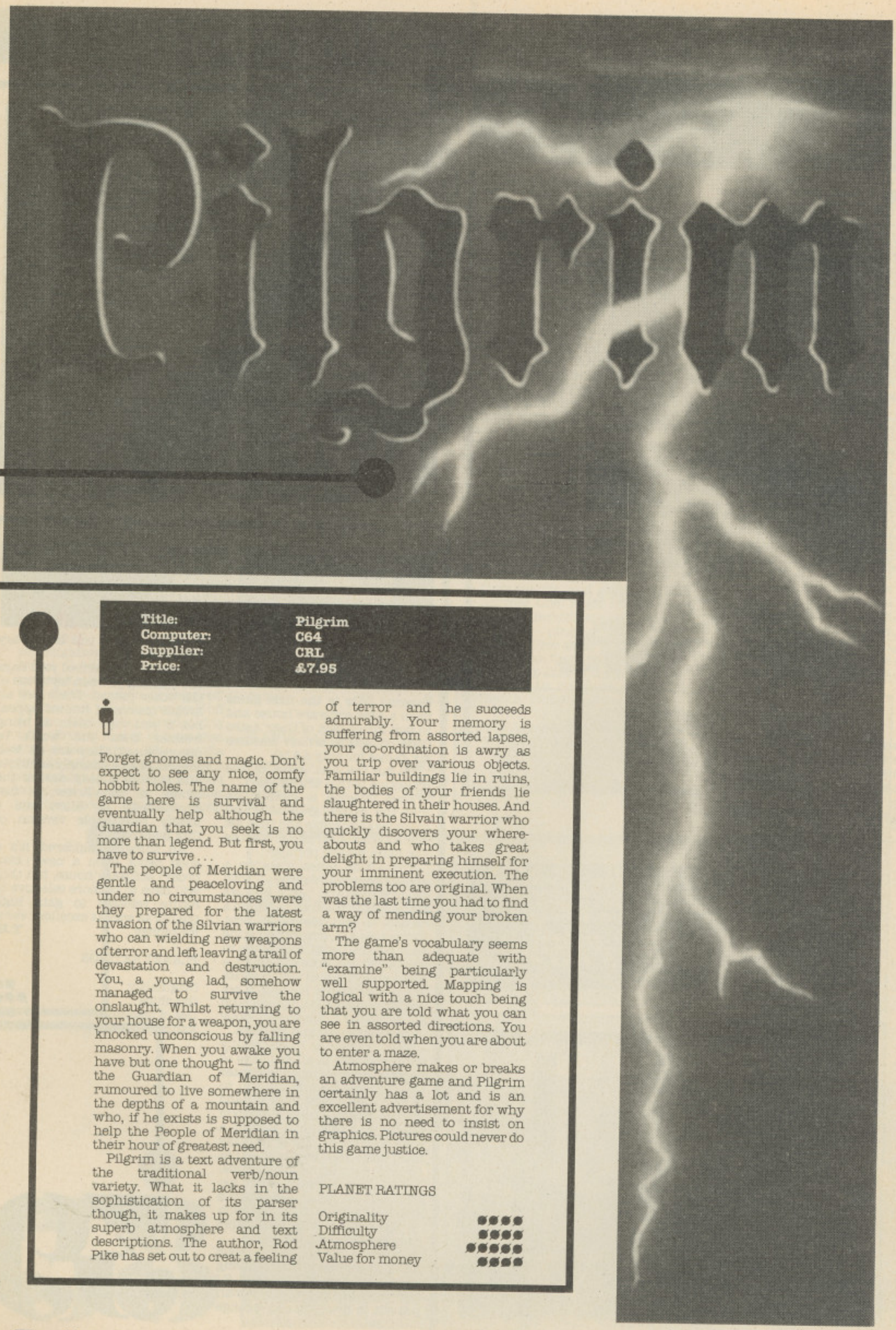
Once you've finished your days orc bashing you can try some of the other games. These are all arcade games of limited appeal but if you view them as being freebies then you won't be disappointed. They are all well presented and strangly addictive and include a leap across the moon in Luna-Rover, a fast shoot-em-up in Alien and a totally redefinable version of City Bomber.

All things considered, it's a good debut from a new (mail order) software house, but they will have to be more selective in future releases to gain high quality as well as excellent value for money. **T.H.**

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●●
Value for money	●●●●

79



Title:	**Pilgrim**
Computer:	**C64**
Supplier:	**CRL**
Price:	**£7.95**

Forget gnomes and magic. Don't expect to see any nice, comfy hobbit holes. The name of the game here is survival and eventually help although the Guardian that you seek is no more than legend. But first, you have to survive . . .

The people of Meridian were gentle and peaceloving and under no circumstances were they prepared for the latest invasion of the Silvian warriors who can wielding new weapons of terror and left leaving a trail of devastation and destruction. You, a young lad, somehow managed to survive the onslaught. Whilst returning to your house for a weapon, you are knocked unconscious by falling masonry. When you awake you have but one thought — to find the Guardian of Meridian, rumoured to live somewhere in the depths of a mountain and who, if he exists is supposed to help the People of Meridian in their hour of greatest need.

Pilgrim is a text adventure of the traditional verb/noun variety. What it lacks in the sophistication of its parser though, it makes up for in its superb atmosphere and text descriptions. The author, Rod Pike has set out to creat a feeling of terror and he succeeds admirably. Your memory is suffering from assorted lapses, your co-ordination is awry as you trip over various objects. Familiar buildings lie in ruins, the bodies of your friends lie slaughtered in their houses. And there is the Silvain warrior who quickly discovers your whereabouts and who takes great delight in preparing himself for your imminent execution. The problems too are original. When was the last time you had to find a way of mending your broken arm?

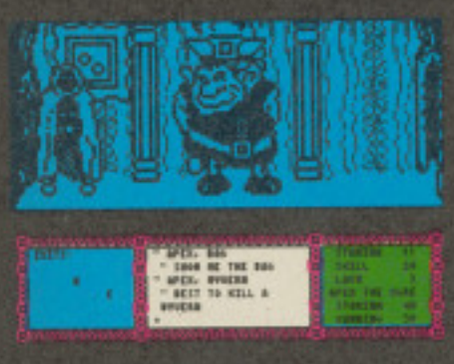
The game's vocabulary seems more than adequate with "examine" being particularly well supported. Mapping is logical with a nice touch being that you are told what you can see in assorted directions. You are even told when you are about to enter a maze.

Atmosphere makes or breaks an adventure game and Pilgrim certainly has a lot and is an excellent advertisement for why there is no need to insist on graphics. Pictures could never do this game justice.

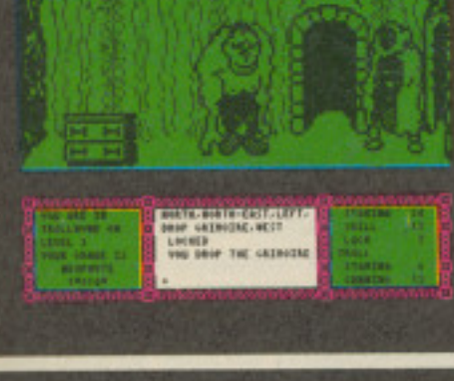
PLANET RATINGS

Originality	●●●●
Difficulty	●●●●
Atmosphere	●●●●●
Value for money	●●●●

Heavy on the Magick



CONVERSATIONS WITH APEX



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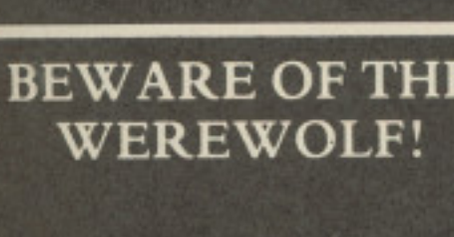

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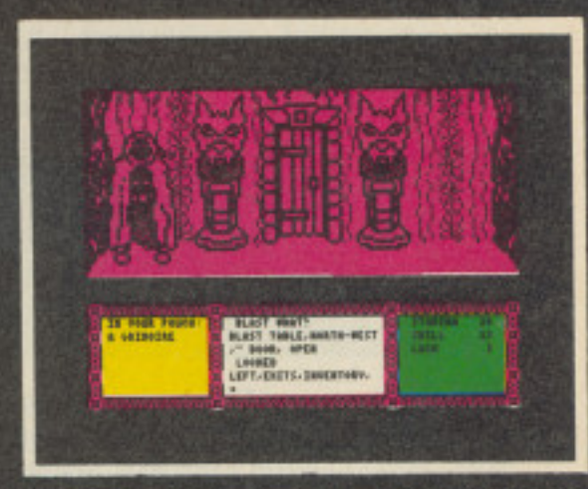
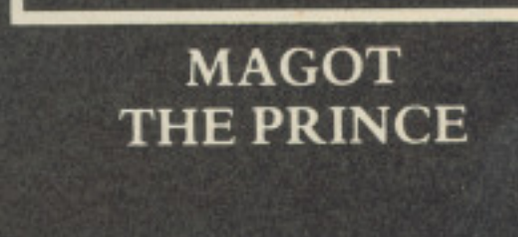


BEFORE THE GATES OF WOLFDORP



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The G·O·L·F CONSTRUCTION SET

GCS is a golf game featuring superb graphics, four complete courses, a construction set to build more and a realistic handicap system. Eric Doyles plays a round on his C64

Title:	Golf Construction Set
Computer:	Commodore 64
Supplier	Ariolasoft
Price:	£14.95

If Gallagher and Lyle remind you of a Seventies' pop group then you could only benefit from nurturing an interest in the Golf construction Set from Ariolasoft. If the names make you dream of a perfect round in a major golfing competition then this is definitely for you.

Why do I rave so much about the new game? Well, the game takes in considerations which other games cannot reach and you can also add to the library of four actual courses with designs of your own.

The game also features a realistic handicapping system. New players start off with a 28 handicap. This is used to allow players of different abilities to compete fairly against each other. The value is subtracted from the number as strokes taken by the player during a game or used as a basis to calculate the winner of the Match Play competition.

The higher the value of the handicap the more the player is liable to make errors, a factor which is built into this computer version. This means that there is a distinct possibility that your clubs will not behave in the way you expected them to with slices, hooks and all the common faults of inexperienced players. If that is not very pleasing then you can practice with a professional handicap until your skills have developed enough to allow you to have a go as an amateur again.

Tournament Play is available to a maximum of four golfers at a time or Match Play for two. For those who don't have the faintest idea what I'm going on about let me try to explain.

Tournament Play is the familiar game of golf where each player tries to get round the course in as few strokes as possible. This means that you are normally aiming to complete each hole at or under par (par being the number of strokes which the authorities think a professional should take to complete a particular hole).

In Match Play you try to beat your opponent at each hole and the total number of strokes doesn't come into the reckoning. This means that if your opponent sinks his ball in three strokes, then you must equal or better this and if the ball is still sitting on the grass after your third stroke then you lost that hole and play moves on to the next tee.

As well as selecting the type of play you can also specify which golf course the match will be played on. The game comes complete with four ready to use courses: Wentworth, St George's, Sunningdale and the Professional Golfers' Association's own course, The Belfry.

When course and play have been decided the walk to the first tee begins. The screen is split up into several areas. The left half of the screen is a plan view of the hole being played. The top right quarter shows the view looking from the ball's lie towards the hole, and the bottom right area is the selection screen.

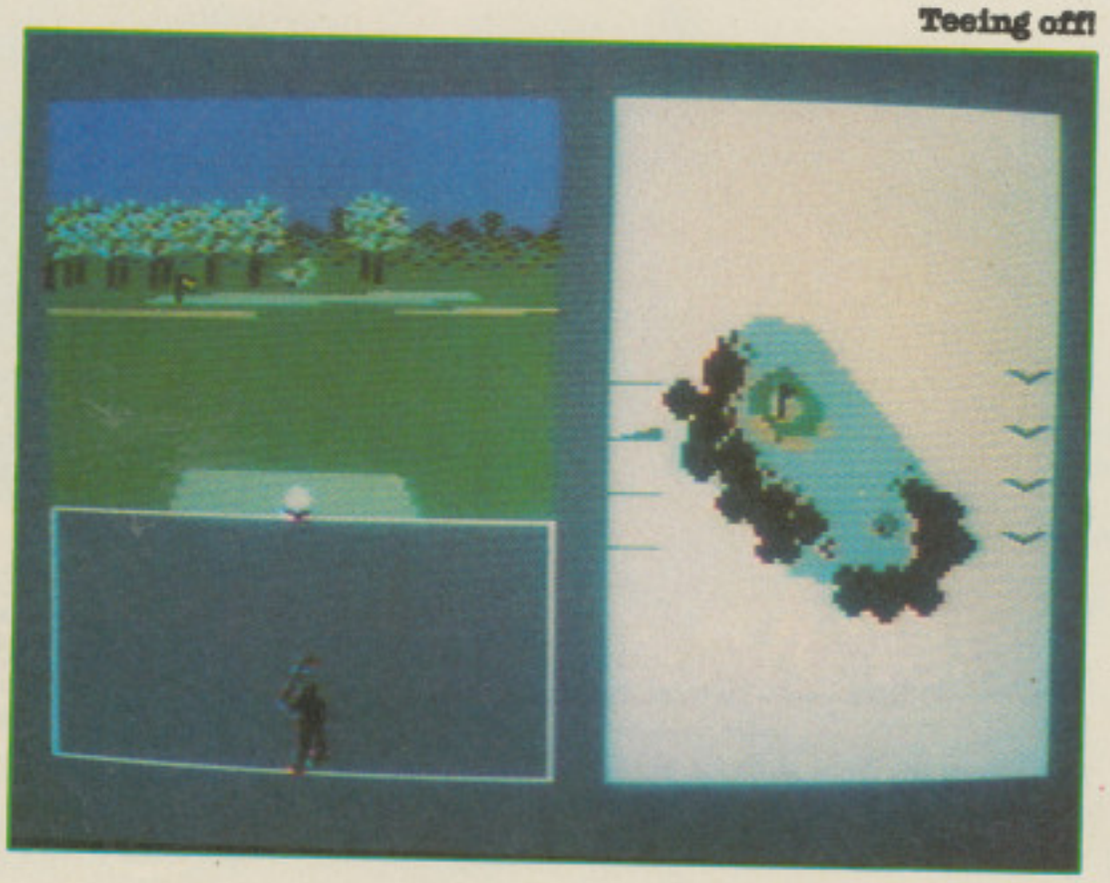
Initially the selection screen shows a table which gives the handicap of each player, the cumulative score as it relates to par, the number of strokes taken and the number of strokes taken at the current hole.

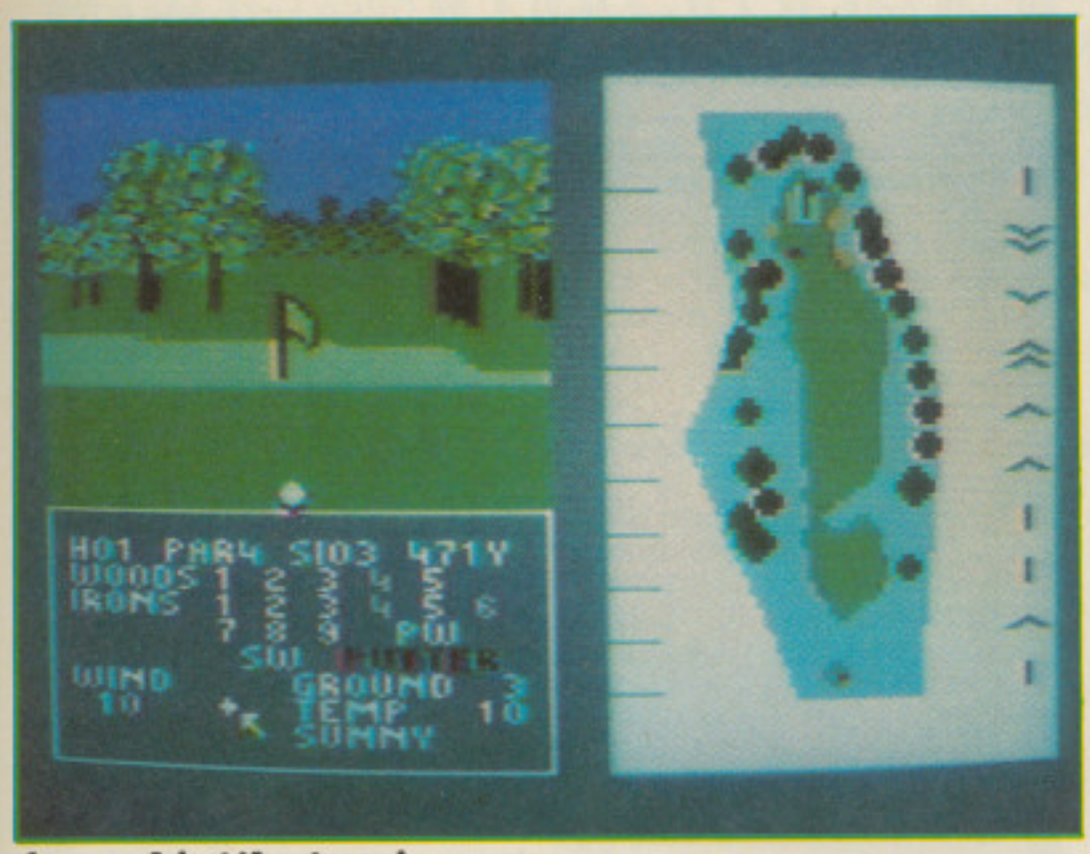
Pressing fire brings further details to this screen and you are requested to lend a thought to your poor caddie and leave three clubs behind. The dsiplay shows all of the clubs available; five woods, nine irons, a power wedge, a sand wedge and a putter. By using the joystick each club is highlighted in turn, pressing the fire button selects the club. If you accidentally select the wrong club to leave behind there's no second chance to correct your mistake without reloading the game.

Beneath the club array the environment conditions are listed. These change as play progresses and can have an effect on your game. Warmer air will increase the distance of your shot, hard ground will add distance and wind speed and direction will carry the ball accordingly.

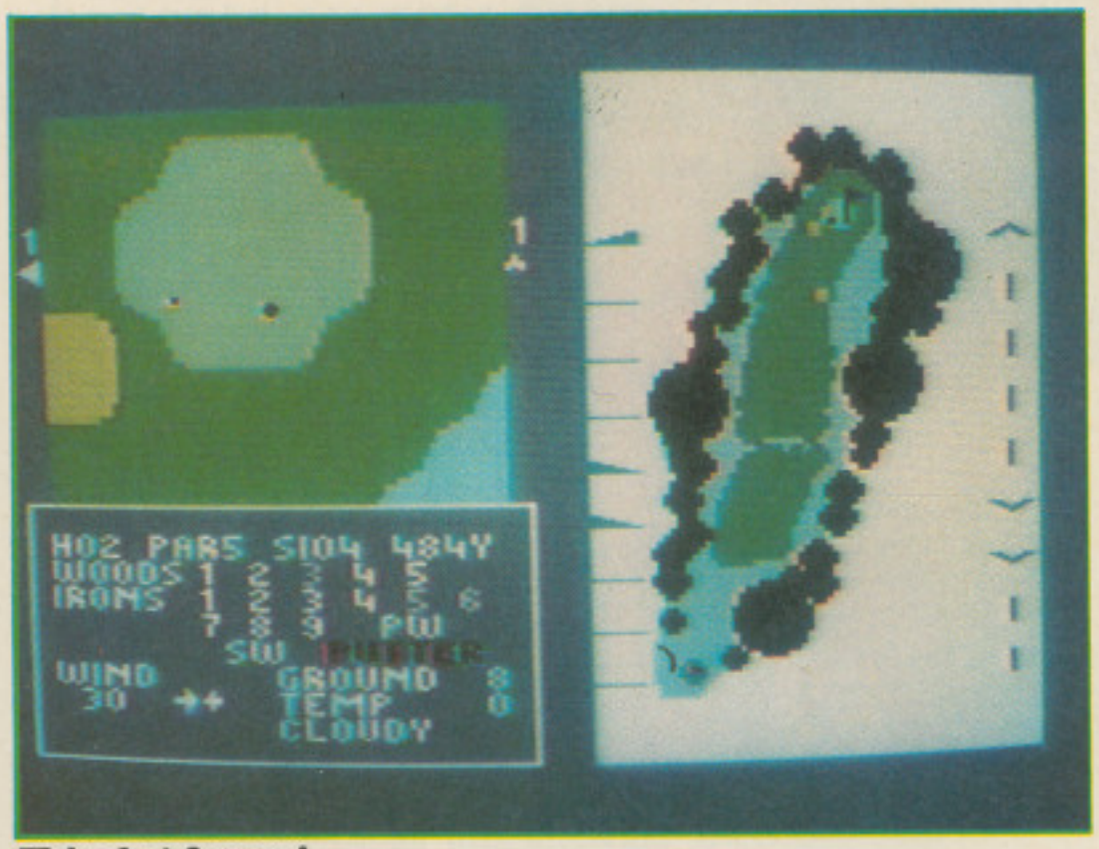
Playing a stroke is a major decision, balancing the direction and power of the shot against the conditions. Trees, bunkers, water and trees all form hazards alongside the changing weather conditions. Straight balls can be watch on the 3D view screen as they whistle into the distance

Teeing off!





Approaching the green!



This shot for par!

and bounce to a halt and the relative direction can be seen on the plan view.

After club selection you must choose the amount of loft and fade, the direction of aim and finally the power of the shot. The power is gauged by a realistically animated shadow figure of a golfer making his swing. the higher the swing the more powerful the stroke and the more likely a slice or hook will result.

From the behaviour of my ball, I suspected it was a survivor from the Second World War. Attacking its objective by advancing from buniker to bunker it finally dragged itself onto the green ready for the final assault. At this point the 3D display gave way to a magnified plan view of the green. Two arrows indicating the degree of slope in the horizontal and vertical plane appeared on either side of this display. At this point the highlighted club was, not surprisingly, the putter but the more adventurous may be pleased to note that any other club can be selected.

On completion of the course a scorecard is displayed detailing all of the players performances. In Tournament Play the scores are added up and the handicap subtracted to give the final result.

In Match Play the situation is a little more complex. When playing each hole the number of strokes taken is important but if the players are unequally matched then the higher handicap player is allowed up to two extra strokes depending on the difficulty level. For this purpose each hole is allocated a Stroke Index on a comparative scale of 1 to 18. An SI of 1 is awarded to the most difficult hole on the course and 18 is the easisest. Because each value is only awarded once it is advisable to keep a tally of each value awarded because the program will not allow the same SI value to be awarded twice.

Decision points are included at the beginning and end of each hole. At the beginning you can abort the game or move on to the next hole. If you skip a hole during a Tournament the handicap will not be updated and regraded at the end of the game as normally occurs.

At the end of each hole you have a chnace to save the game. This means that a particulary good performance can be safeguarded against a lapse of concentration later in the match or allows you to break off a session until a later date.

Each hole loads from disk as required and no doubt this is the same with the tape version. I only hope that Ariolasoft have had the sense to include a turbo loader or this could seriously mar an excellent game.

Construction of courses is as much fun to do as it is to play the game. The only thing to remember is that your course must be planned in advance because course building is a highly structured procedure. The construction screen has a blank plan view area in its usual position on the screen. The left hand side holds an icon menu of the constituent parts of the courses.

Building commences by selecting a 3, 4 or 5 par rating for the hole. Next the tee must be positioned and as you move the flag marker for the hole around the screen the length of the hole is displayed.

After fixing the hole-pin in position, the boundary is laid out. Each press of the fire button causes a line to be drawn to the previously marked point and fourteen of these positions can be used to enclose the fairway area.

The next task it to construct the green, fairway and hazards using the very clever and simple symbols. Six circles of various sizes can be chosen and a colour selected for with possible options: fairway, green, trees, scrub, rough, water and bunkers. The eighth option is also the last to be used and allows you to grade the surface slopes of the course at approximately 60 yard intervals.

The final act is to award an SI index before designing the next hole or saving the one in hand.

A short text menu is included for loading unfinished courses, saving, clearing a course or for correcting errors. It also allows you to flip through the course, forwards or backwards, to make corrections.

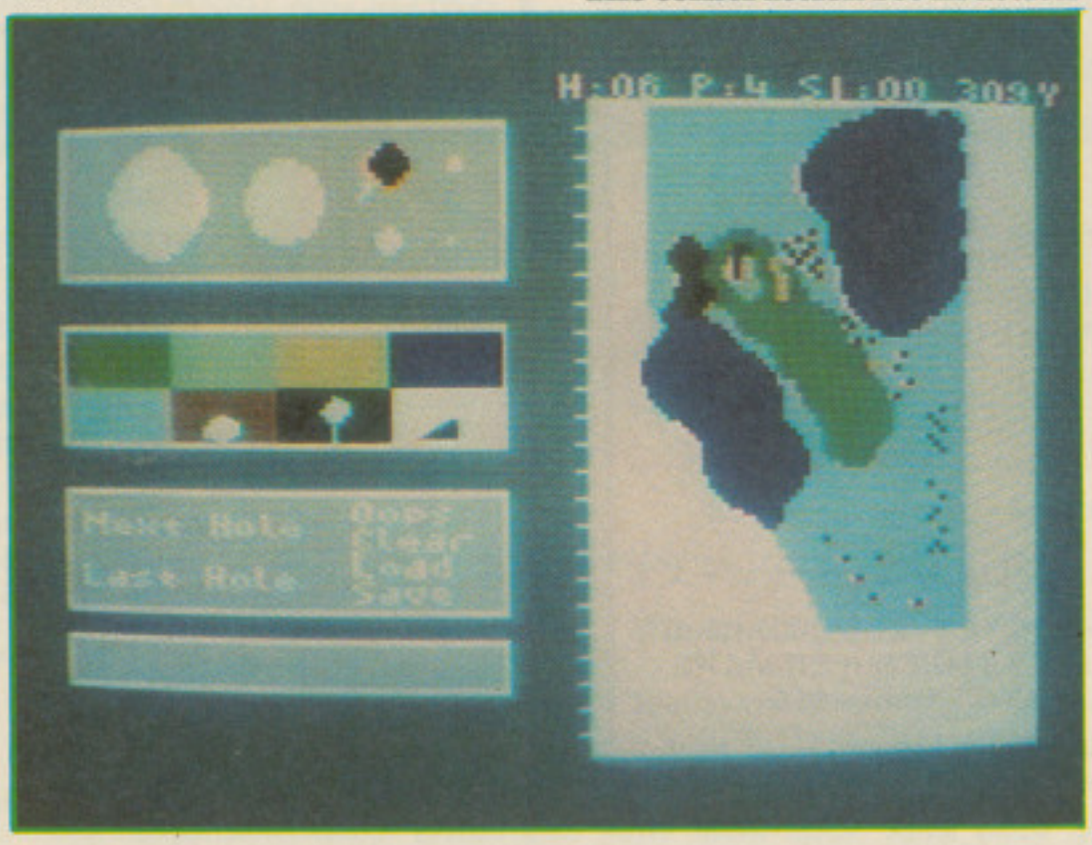
By far the most impressive piece of prgramming in this game is the 3D viewing screen. Starting with a view of a green but featureless landscape, it scans from the horizon to the ball's current position adding each feature to the screen as it is encountered. Each time the direction of aim is altered a new picture is built up giving an infinite variety of viewpoints, with each element reduced according to a perspective scale.

The courses provided with the game attest to the quality of the construction set. Each design reproduces the 'personality' of the real course, from the watery features of the Belfry, through the wooded Sunningdale to the almost featureless wilderness of St George's.

A surprise reward is in store for holing out with a long shot from off the green. The game switches into a slow motion action replay of the shot. I can't say whether the game awards you with a big prize for a hole in one but I'm tempted to keep playing until I find out!

High praise is due to Ariolasoft, Tigress Marketing and the Hungarian programming team for producing the greatest golfing game, I have ever seen. It's ease of use and attention to detail is commendable even if some of the disk error handling leaves a little to be desired. The documentation could make more use of annotated diagrams but the text is clear and concise. An excellent product, very highly recommended.

The construction set in action



PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●●

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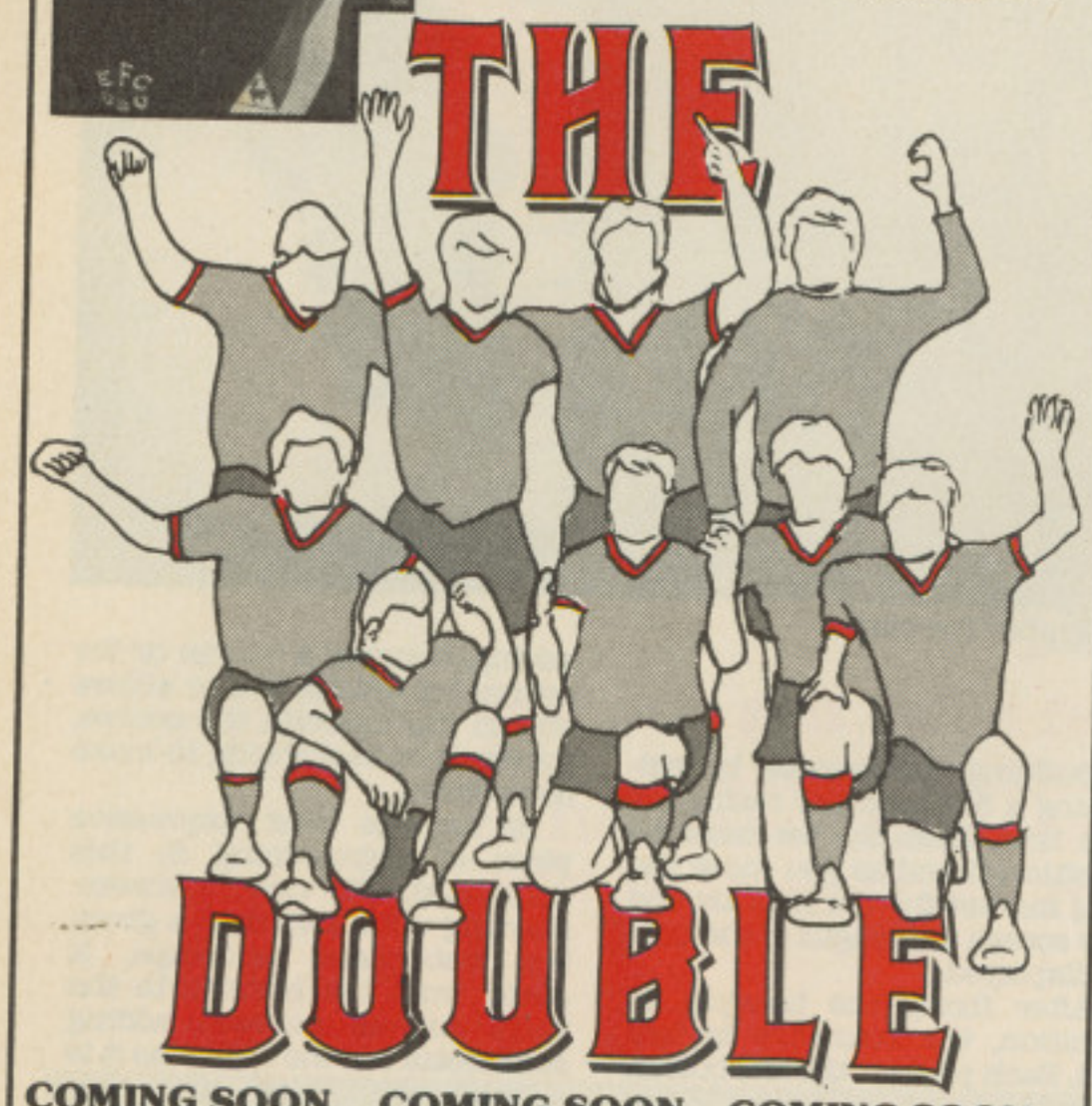

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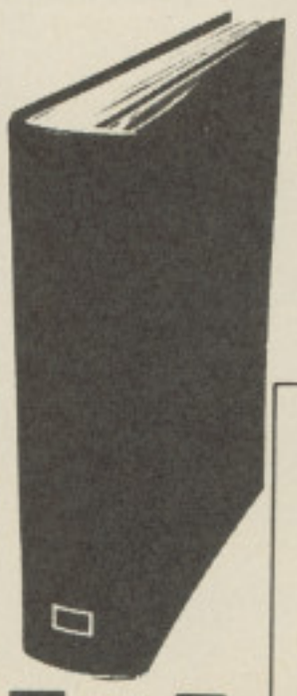

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Action Biker	Atari	Nigel Clarke	237462
Chuckie Egg	Spectrum	Ian Harrison	3021010
Chuckie Egg	Electron	Simon Popplewell	579600
Chuckie Egg	BBC	Andrew Neck	2554960
Chuckie Egg	C64	Luigi Waterworth	3324790
Chuckie Egg II	Electron	S Seal	1300000
Knight Lore	Spectrum	A Parkinson	98%
Hyper Sports	Spectrum	David Stein	415980
Hyper Sports	C64	Sandy Bulloch	142084
Pole Position	Atari	Dominic Anderson	136650
Pole Position	Spectrum	Denis Bicheron	63800
Pole Position	C64	Jason Peterson	149670
Pole Position	BBC	David Brown	123350
Elite	BBC	D Codrington	13437772
Elite	Electron	Craing Burbridge	1100476
Elite	C64	Jason Kennedy	428957315
Elite	Spectrum	Gavin Sneddon	51000
Bruce Lee	Spectrum	Sam Swift	6000000
Bruce Lee	C64	Keith Nicholson	1185650
Dropzone	Atari	Stephne Lakey	1140230
Spy Hunter	Spectrum	Andrew Cooper	5276095
Spy Hunter	C64	John Greorghison	365475
Who Dares Wins II	C64	Julian Bryant	112550
Raid Over Moscow	C64	Alan Jones	273200
Raid Over Moscow	Spectrum	Gary Smith	650050
Zalaga	BBC	Paul O'Malley	15007810
Beach Head	C64	Noel Reynolds	866000
Beach head	BBC	Glenn Chegwidden	295600
Starquake	Spectrum	Lief Findlay	217671 (70%)
Blue Max	Atari	Hakan Akbas	3440
Zaxxon	Atari	Simon Jones	199130
Zaxxon	C64	Simon White	216650
Chop Suey	Atari	Alan Wheatley	185750
Sabre Wulf	BBC	Andrew Maskery	301450
Exploding Fist	C64	Paul Whitehead	841300
Exploding Fist	Spectrum	Steven Smith	836400
Exploding Fist	Amstrad	Jan Larsen	74300
Yie Ar Kung Fu	C64	Lee James	711071
Yie Ar Kung Fu	Amstrad	Stephen Everitt	4365680
Yie Ar Kung Fu	Spectrum	Jonathon Leinmuller	259500
Yie Ar Kung Fu	BBC	Ian Cameron	772100
Yie Ar Kung Fu	Electron	Colin McGowan	757100
Commando	C64	Russell Hann	9625100
Commando	Spectrum	James Allen	128450
Supertest	Spectrum	Tony Higgins	36250/56741
Soul of a Robot	Amstrad	R Messenger	83%
Repton 2	Electron	Jeanette Alderson	10573
Highway Encounter	Spectrum	R Messinger	148370
Bounty Bob Strikes Back	Atari	Hakan Akbas	46270
Manic Miner	Spectrum	Mathew Bean	18658
Jet Boot Jack	Atari	Chris Beard	54000
Chop Suey	Atari	Gaincarlo Massironi	533630
Rambo	C64	David Jones	305750
Hunter Patrol	C64	David Jolley	171000
Transformers	Spectrum	Kevin O'Kelly	452715
Gyruss	C64	John Chasey	335250
Gyruss	Atari	Hailan Akbas	218600
Mr Eee	BBC	Wyndham Townend	163350
The Eidolon	Atari	Aaron Hardwick	19499
Staff of Karnath	C64	John Greorghison	6:44 pm
Schooldaze	Spectrum	Nigel Kettlewell	14470
Defend or Die	Amstrad	Dee Nicholson	848370
Paradroid	C64	Adam Cleobury	28850
Rescue on Fractalus	Atari	Hailan Akbas	104314

All entries to our on-going hi-score competition should be on the most recent form and only one entry per person per form. All entries should be witnessed and forms must be filled in correctly.

In the comments section you can include any points that you woule like to make about the game, how you did it, a hint perhaps. The best hints will go into our main hints section.

All entries, as usual, to:

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Hi-Scores
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London W1R 3AB

Good luck . . .

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Game .....

Score .....

Machine .....

Comments .....

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Signed .....

Witness .....

Membership Number .....

(If not applicable, why not?)

SPORTS REVIEWS

Black Hole — This should be avoided at all costs as anything that gets too close to it is immediately sucked into the vacuum. A game given this description is totally void of any interesting features.

White Dwarf — This is a small dying star that is now far from it's best. Any similar games may lack lasting appeal.

Bright Star — Like your sun, games given this description will be bright and interesting and will support intelligent life.

Red Giant — Brighter than a bright star such a game will have an outstanding feature or game system.

Nova — If you see a game with a Nova rating you should immediately rush out and buy it. Novas are bright and spectacular and can influence neighbouring planets.

Supernova — This is the ultimate in stellar systems for this incredible explosion of a star can effect entire galaxies. If a supernova game runs on a computer that you don't have then buy the machine and then buy the game!

Nebula — Although at first nebulae look bright and interesting they are in fact constructed totally from hot gasses. Beware of any game carrying this symbol as you will probably find it disappointing.

Planet ratings

Planet ratings are marks out of five for specific areas of a game. These include Originality, graphics, use of machine and value for money.

Originality — How original is the game? Is it a completely new idea or is it the 83rd version of Pacman.

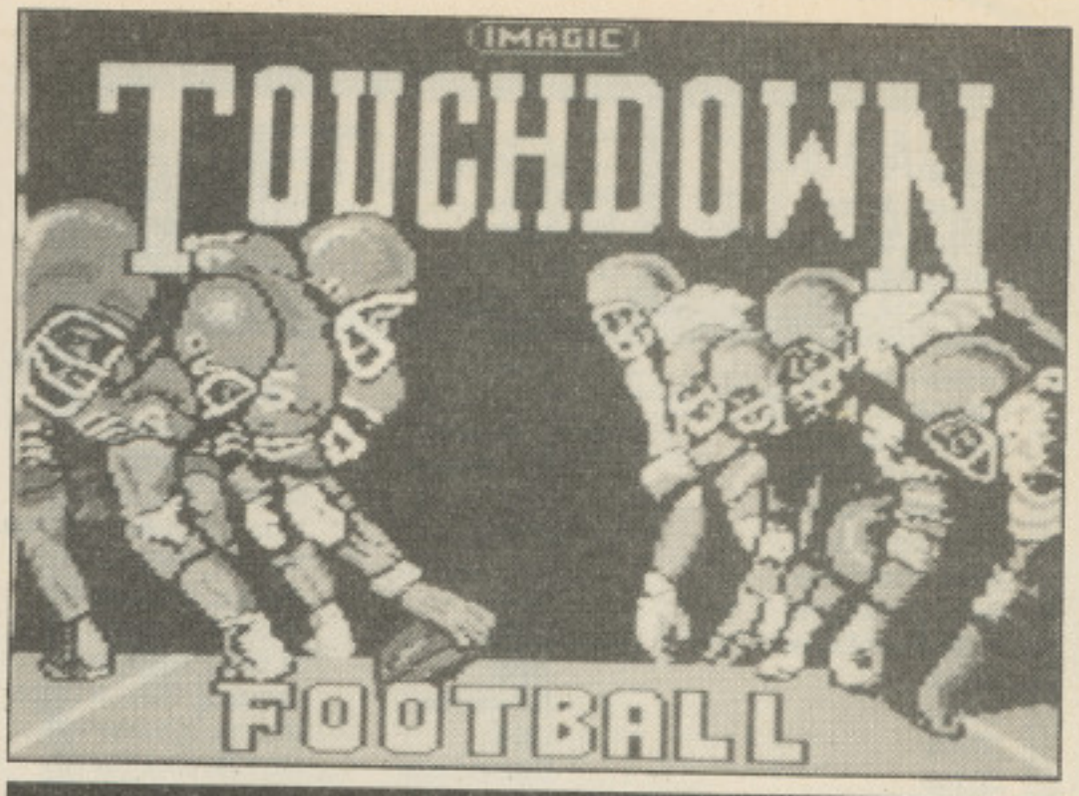
Graphics — Do the Graphics amaze your friends or send them to sleep.

Use of machine — does the game push the machines hardware to the limits or was it written in three lines of Basic.

Value for money — Is it daylight robbery or a steal?

Number of players minimum/maximum

Joysticks required/optional.



Title:	**Touchdown Football**
Computer:	**C64**
Supplier:	**Ariolasoft**
Price:	**£10.95**

Ariolasoft's entry into the expanding market for gridiron games was written by Imagic (who are better known for their games cartridges) and takes you straight into the action.

You control one of a six man team (the full eleven would make the gameplay too slow), who can play either human or computer opponents in a game over 5, 10 or 15 minute quarters.

The coin is tossed and you will receive the ball. The players are set, the whistle is blown and the band start playing as the ball is kicked. You catch it around the 20 yard line and run it back to the thirty. You now have four downs (attempts) to make ten yards.

Your first play is a pass out of the shotgun formation which is caught for a 6 yard gain. The next, a run, is quickly clobbered by the defence and you're left with 3rd and 4. You plan a trick play. You set up again in a shotgun pass formation. You send your right receiver deep and your left receiver down the flank. You snap the ball but instead of passing, as the defence expects, you run it behind your left receiver who shields you from the defenders until you get the yards.

While in attack you play the quarterback until he passes the ball then control switches to the receiver who you must guide to the ball and then on for as many yards as possible.

In defence you control one player who basically stops anything the computer controlled ones let through. Or if you're feeling brave you can go for the quarterback.

What the computer controlled players actually do depends on the play that you enter. On offence you must enter (by joystick) a formation where the left and right receivers will run and whether the offensive line will block straight ahead or favour one side. The defence only have to decide a basic formation, either concentrating on one side, pass prevent or blitz.

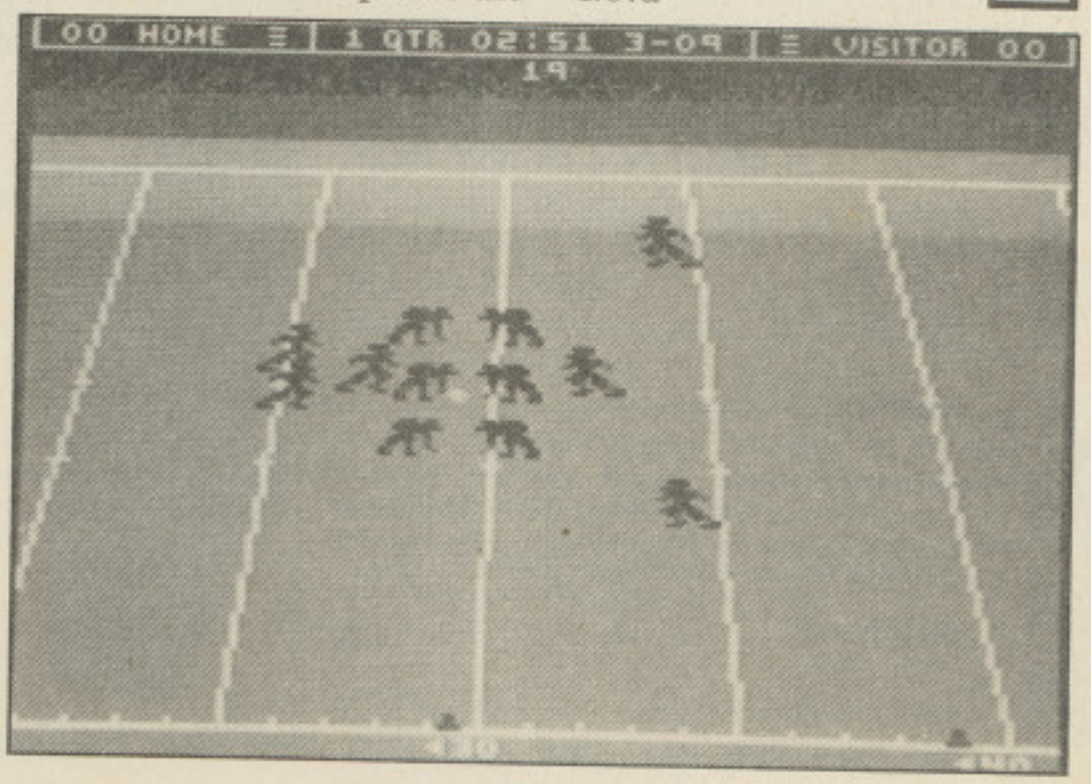
This system works well as beginners can start playing straight away without reading reams of notes and gradually add plays to their repertoire as the game continues.

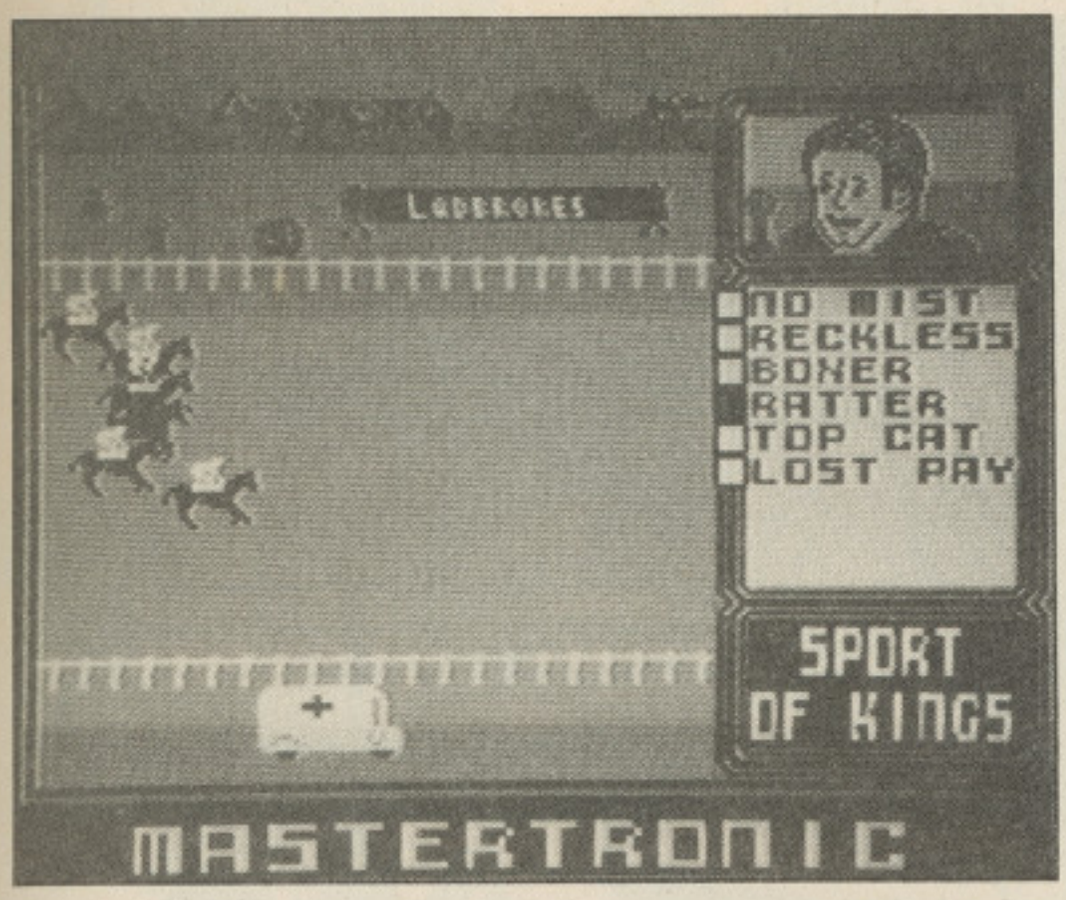
Add to that field goals, punts, penalties, cheerleaders and dances in the endzone and you have a game that will keep even the hardened Football fans glued to their screens. **T.H.**

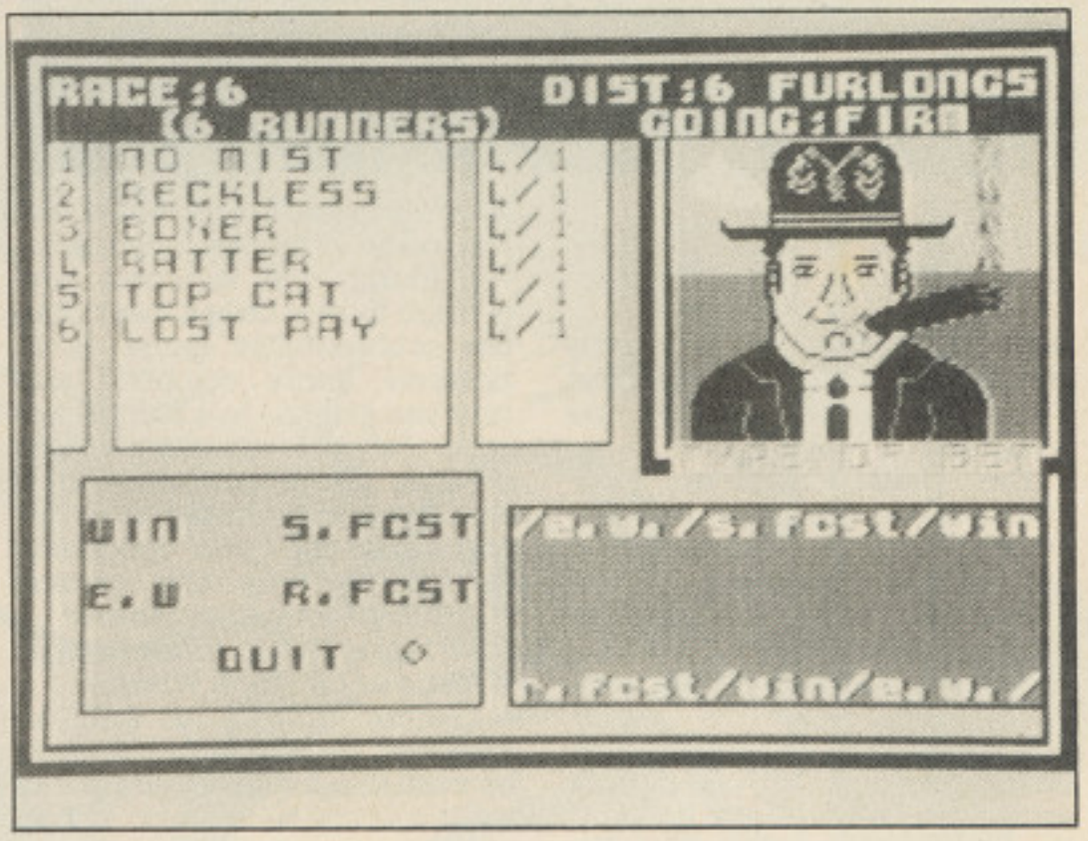
Originality	●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING

Nova







Title:	**Sport of Kings**
Computer:	**Spectrum**
Supplier:	**Mastertronic**
Price:	**£2.95**

Icons, icons are everywhere. They first appeared in business packages, they've invaded adventures, now here's the first icon driven sports game.

Sport of Kings is also the first sporting MAD game.

The sport of kings referred to in the title is, of course, horse racing, and you'll need a king's ransom to play this game.

As many as 75 horses, each with different abilities and forms run in the season's races so the computer allows you to run some races before the betting begins. Unfortunately you have to sit and watch each race so this is ample opportunity to get all the paper and pens the contestants will need.

To do well in this game you obviously have to pick the winners and the best way to do this is to study the form. The computer stores the result of each race and allows each player to study (or print out) the form of any of the horses in the race.

However since there are 75 horses and only between 4 and 10 in each race, each running differently in different conditions, (good, firm, soggy etc.) a lot is left to luck.

By selecting the games icons you can look at the lineup for the next race, study the form of the horse, save the game to tape, see how much money you've won or lost or place a bet.

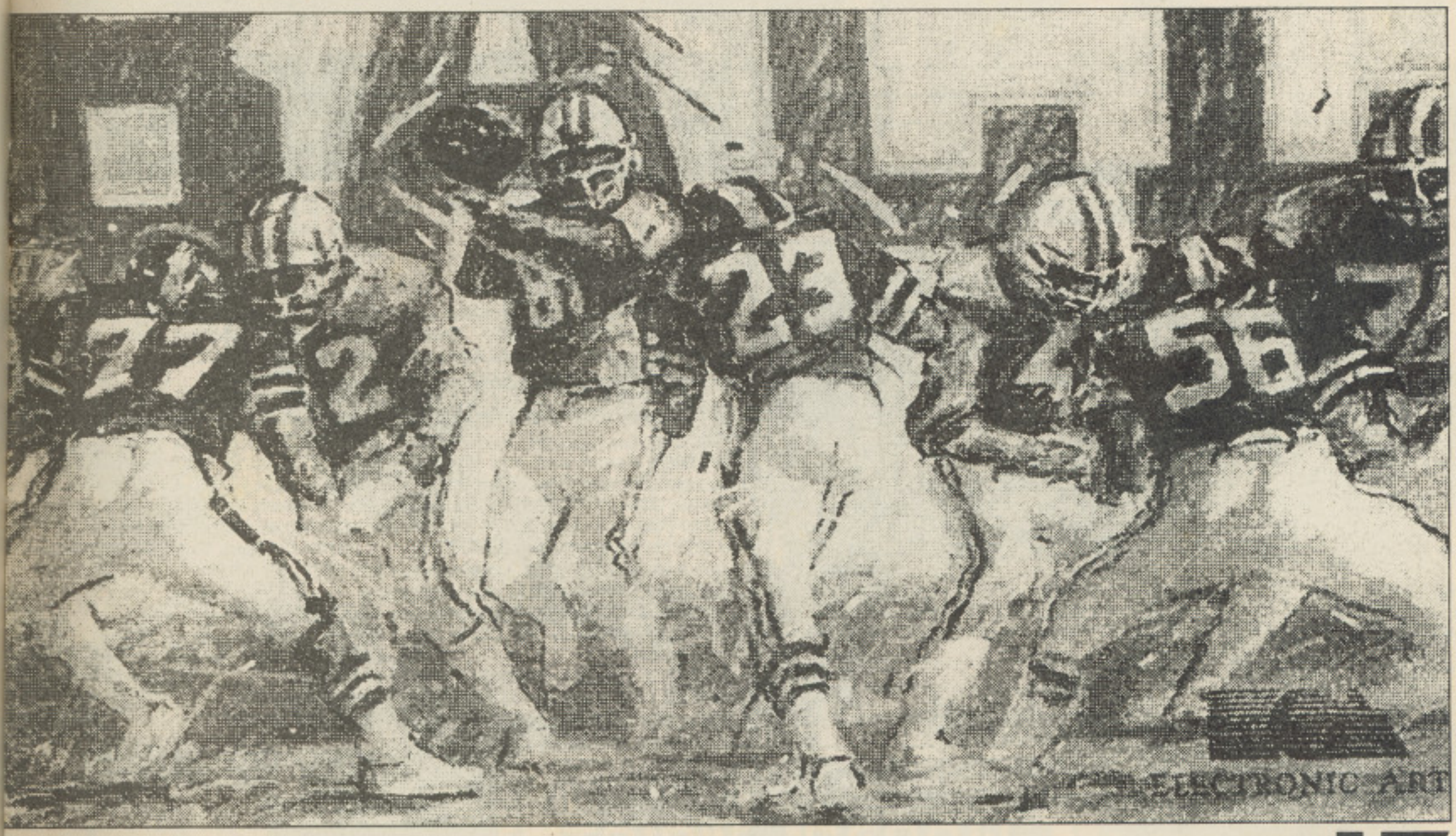
Depending on how confident you are in your prediction you can bet on a horse to win, come in a place (in the first three) or better a forecast predicting the first two horses.

During the race you can watch your horses progress as they amble along the course. If you have a Currah Speech unit then you can listen to a commentary of sorts as the commentator yells out the leader's name. After the race the winnings (if any) are paid out and it's on to the next race.

Unfortunately the program is written in Basic and is a little slow at first but soon you'll be so deep in your own form notes that you won't even notice the bookie bills that are mounting up. **T.H.**

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●●
STAR RATING	○
Bright Star	



Title:	**Rock 'N Wrestle**
Computer:	**Amstrad**
Supplier:	**Melbourne House**
Price:	**£9.95**

Rock 'N Wrestle, Melbourne House's follow up to Exploding Fist is now available for the Amstrad.

The game features your attempts as Gorgeous Greg to become world champion by beating nine opponents.

However they are equally determined to stomp on you.

First in the ring is Redneck McCoy who can be easily despatched with a few well timed headbutts and an aeroplane spin. Then before you've had any chance to recover you have to grapple with the likes of Vicious Vivian, Angry Abdul and finally the reigning champion Lord Toff.

If you are going to beat them all you will have to master each of the game's 25 moves. These include bone crushing moves like the 'atomic drop', 'body slam' and 'back breaker' as well as my favourite the 'turnbuckle fly' where you climb onto ropes and leap on your hapless opponent.

I found this Amstrad conversion to be a little slower than the original C64 game. It is, however, more colourful and now you grapple in a hall packed with (silent) spectators. The greatest loss is the omission of the great rock music that the C64 had to bop (your opponent) to leaving only the grating coughing sound whenever a blow lands. Not so much Rock 'N Wrestle as Cough 'N Wrestle!

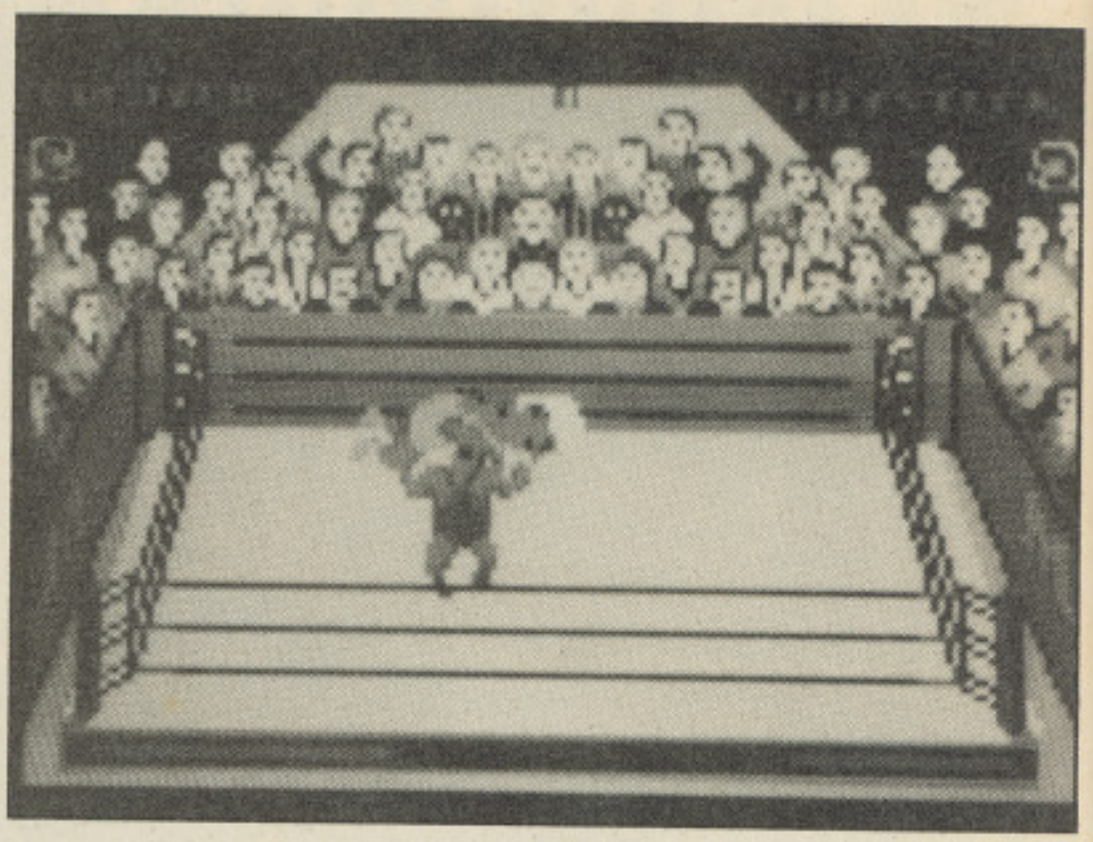
Despite this, it is still an excellent game which will soon be available for the Spectrum as well. **T.H.**

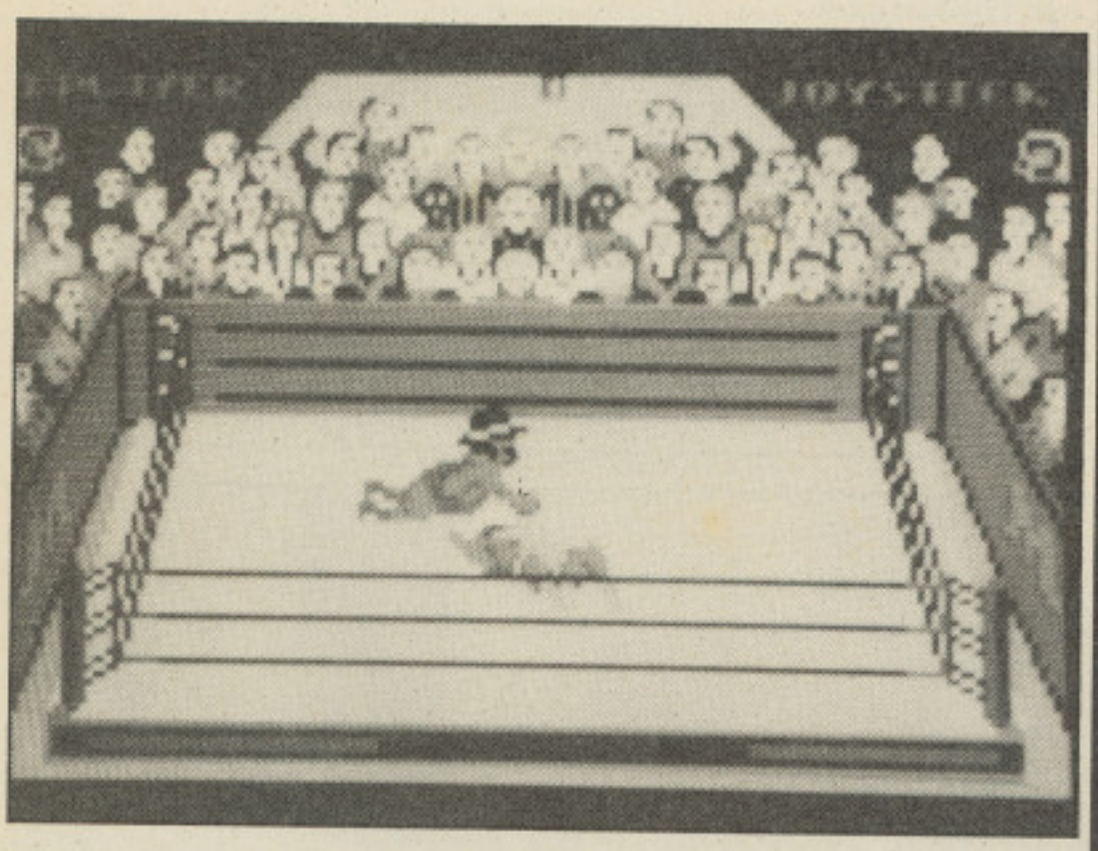
PLANET RATINGS

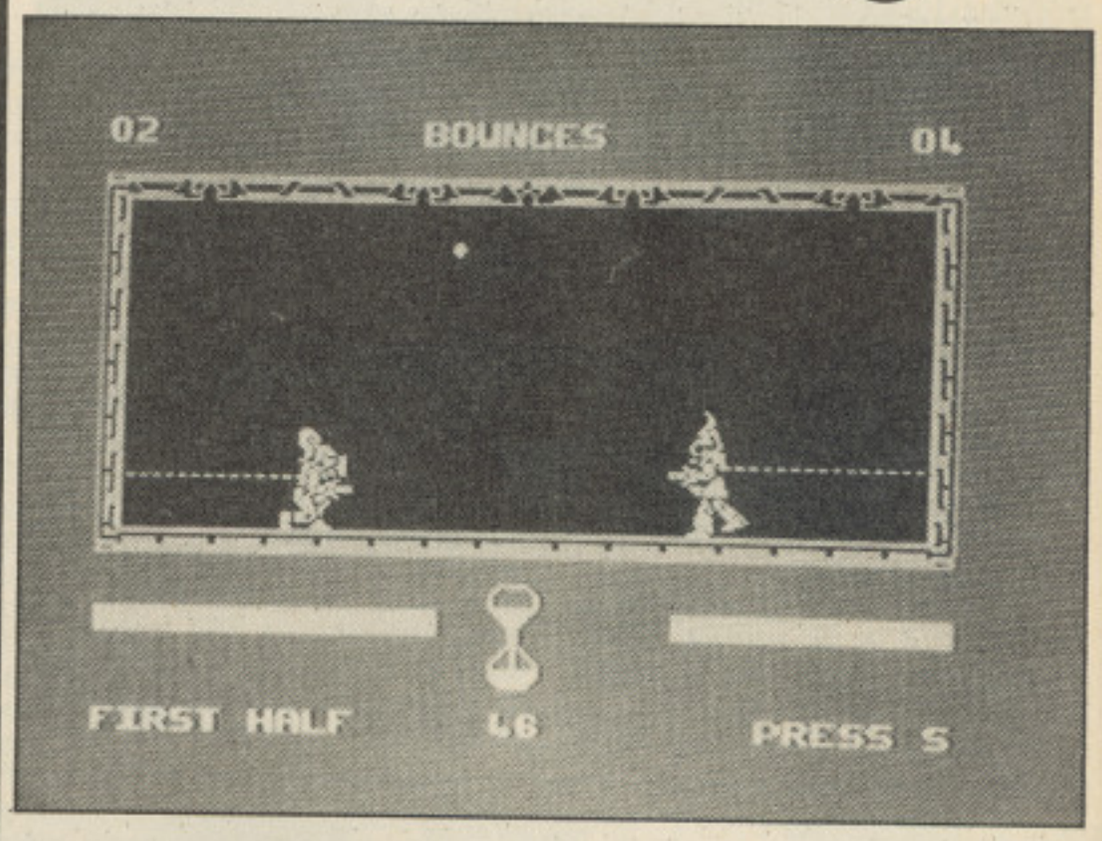
Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING

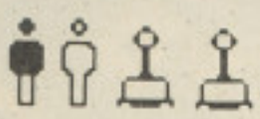
Nova







Title:	**Bounces**
Computer:	**C64**
Supplier:	**Beyond**
Price:	**£9.95**



Imagine two knights locked in mortal combat. But their weapons are not swords, spears or axes, instead they battle with tubes to fire a ball into goals set in the roof. Add to that the fact that they are both tied to the side walls by elastic and you have a game closer to "It's a Knockout" than the "futuristic combat game" Beyond intended.

The knights are called Eric and Ashley and must catch the ball and fire it either at their opponent or into one of the goals which are actually two holes set in the roof.

Hitting your opponent or forcing him back so he hits the wall will dump him on his armoured behind and scores 1 point.

Getting the ball in the hole scores three points and naturally the player with the most points at the end of the game wins.

The match can be decided before the time runs out if either players runs out of energy that is expended by leaping about and recovered by resting.

Unfortunately, I found Bounces disappointing, as soon I was regularly beating the computer at expert level and finding anyone who wanted to play a knight tied to a wall with a piece of elastic proved to be more challenging than the game.

Sorry Beyond, this one is just too silly.

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●
Value for money	●●

STAR RATING

White Dwarf

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Screenshots from Spectrum 48K

Gauntlet

PLAYERS GUIDE

In a special coin-op feature, Tony Hetherington accepts the challenge of Atari's Gauntlet.

If you go down to the arcades this summer you are sure to see a crowd of players around one particular machine. The game in question in the incredible Gauntlet which is an arcade, Dungeons and Dragons style adventure.

Up to four will be playing it at any one time but there are sure to be plenty of spectators on hand too offer friendly advice.

By reading this guide you should be able to keep ahead of the crowd.

The dungeon

Gauntlets dungeon is a massive collection of rooms, passage-ways, treasure and monsters divided into levels.

Only a fraction of a level is displayed on the screen at any one time so it scrolls as the players move.

The graphics are in a word, superb, and would make any home computer game hide in shame.

The idea of the game is simply to explore and plunder as much of the dungeon as possible before you finally meet the inevitable end.

The brave explorers enter the fray by naturally putting money in the machine, for every 10p inserted your character gets 400 (or 500) health points. When these run out you can either put more money in or drop out of the game. One nice feature of the game is that players can join the party at anytime.

You begin the adventure in a standard Gauntlet walled room complete with brick floor but you haven't got long to admire the scenery as some rather nasty looking ghosts are already closing in.

You kill one ghost, then another and another but they still come on relentlessly. You eventually drive them back when you realise that they're coming from a pile of bones known as a generator. Destroy this and you can quickly kill off the rest.

A bigger pile of bones generates grey ghosts which are harder to kill and even tougher grey ghosts, this time with evil red eyes, pour from an even bigger pile.

The ghosts are in fact the weakest foes you will have to meet as further in the dungeon different generators are poised to pour out squat dwarf like monsters called Grunts and Demons that shoot at you.

If that wasn't enough, you will have to fight Lobbers that hurl rocks at you, Sorcerors that can become invisible, a thief that can steal your hard fought treasures and the aptly named, black clad, Death.

These evil creatures can quickly end an adventure as the can only be detroyed by magic.

When you see one of these, running away, seems like an excellent tactic.

One place to run, is down an exit, which leads to the next level.

The Characters

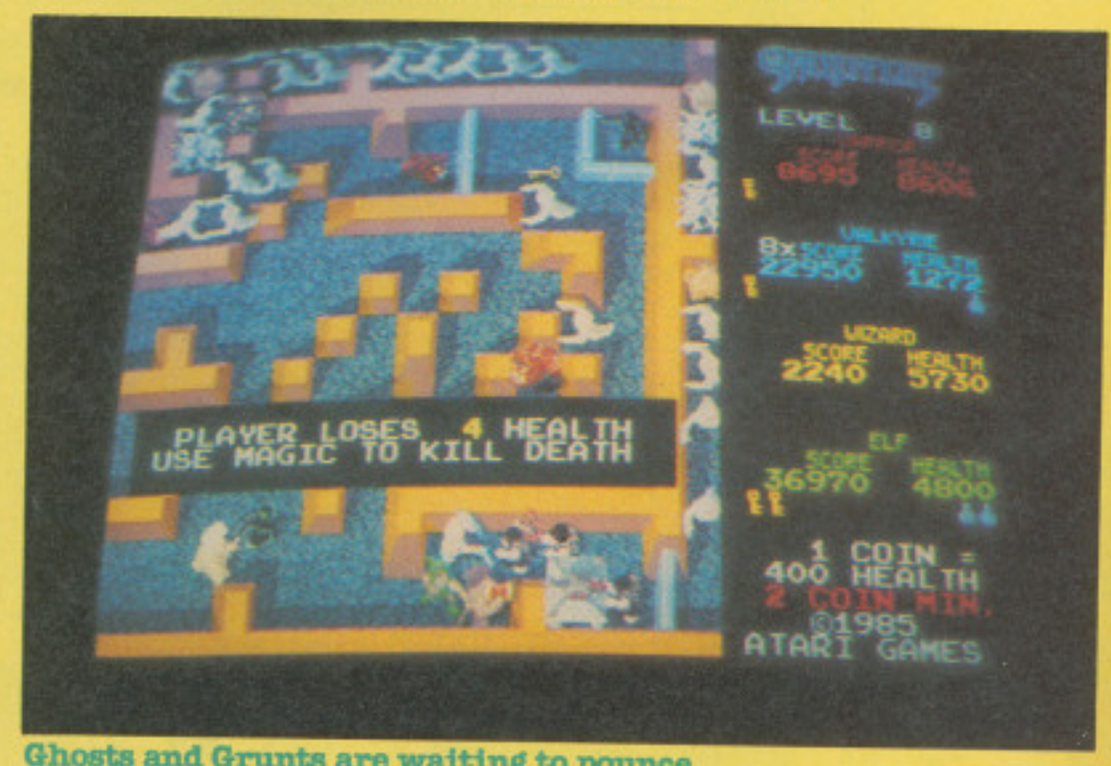
Up to four players can play Gauntlet simultaneously by controlling one of the games characters. These are Thor the Warrior, Questor the Elf, Merlin the Wizard and Thyra the Valkyrie.

Each character has different strengths and weaknesses making each a separate challenge to play.

Thor is a tough axe wielding warrior whose tough skin will absorb 20% of damage thrown at

Level 13 — There's plenty of treasure but you'll have to fight for it.

level 8 — and Merlin is face to face, with Death.



Ghosts and Grunts are waiting to pounce.

him. He is however slow moving and can't strike as fast as the others but when he does hit something, it stays hit. Basically Thor can get through most things, in his own time.

Thyra is slightly faster than Thor and owns a shield that will take up to 30% of damage inflicted on her. She can wield her lighter sword faster than Thor but doesn't inflict so much damage.

Thyra is a slightly faster and sleeker version of Thor.

Merlin is only slightly faster than Thor but slower than Thyra. He can fire his magic bolts almost twice as fast as Thor can hurl his axes with the strength of Thyra's sword. Merlin however has no armour so if he gets into trouble, he will have to blast his way out quickly or he'll be cut down.

Finally, Questor is a typical Elf and is guaranteed to annoy the rest of the party. His great speed ensures that he's usually first to the treasure and can avoid serious trouble. When he needs to fight, his arrows can fire quickly and his leather armour will protect him from 10% of anything that's thrown at him. However if he's trapped wher his speed won"t help him he'll soom slow down for good.

Magic and Treasure

There is enough treasure and magic in the dungeon to tempt even the most timid adventurer into battles with ghosts, Grunts and Sorcerors, as not only are they worth points but will let you get further into the game.

Food is of more importance early on as finding some of this will add 100 health points to rejuvenate your character.

Treasure adds points to your score but it is the keys and potions that will drive you deeper and deeper into the dungeon's depths.

Keys are essential as you will need one to open every door you come to. Luckily, there is always one nearby but you might have to fight fifty ghosts to get it.

Potions are the dungeons great find as they can either improve one of your characters abilities (allow you to move faster or hit harder), turn you temporarily invisible so the monsters won't attack you, or wipe out everything on the screen when activated. This is done by pressing your magic button and is usually used to avoid 1 or more deaths.

How to Win

The tactics used to win vary depending on your definition of wininng If you're acting as a team then you'll move togetther as a party, leding with the strongest characters and leaving food you find to whoever happens to need it most.

You'll co-ordinate your attacks to first clear a way through to the generators where the Elf can nip in to destroy it while the others protect him and then tidy up the remaining monsters.

One problem to avoid is to remember that the screen scrolls over a set area of dungeon and so you should ensure that each character can escape should he discover more than he can handle. If another character has strayed too far away then they both can get stuck as the way in is no longer on the screen, This could prove fatal as careful backing up is difficult when being attacked.

Unfortunately such team work between fantasy Gamers is as rare as unguarded treasure and most players will compete to get the highest score.

In these conditions the Elf has a distinct advantage as his speed can get him to the treasure first. He can also get to the keys first so that he can be first through any doors, grab a key and to the next while the rest of the party are left fighting his battles.

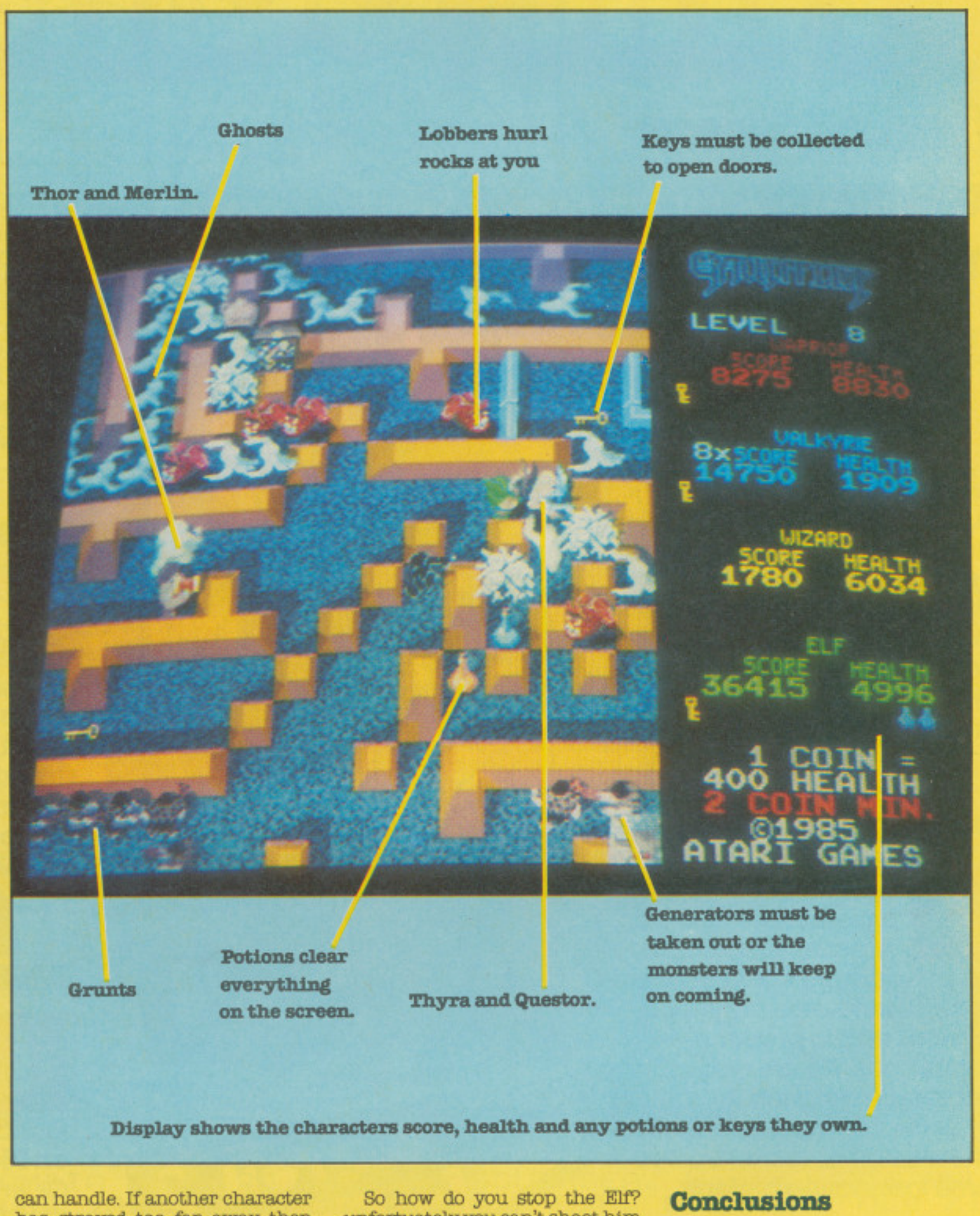
These tactics can of course be used by the others, very successfully, but Thor will have to choose narrow passageways or Questor will get past him.

In this type of game, food is often "accidentally" collected before the desperate character can get to it. "Sorry I didn't see it" is the usual excuse.

So how do you stop the Elf? unfortuately you can't shoot him yourself (although you'll no doubt try) but you can either block his path through or trap him using the screens scroll until he's softened up a bit.

It is important to realise that there is a high score table per character (so teamwork, of a sort, may actually work) and it is calculated by the average score per coin. So spending more money won't guarantee you a place on the table. Instead you should waste no time as every second stood thinking costs you a health point and brings you closer to the dreaded game over.

Finally listen to the machines voice synthesis and watch for messages on the screen as these can warn you of changes to the game. For example, as you delve deeper into the dungeon valuable food and potions can be destroyed by stray shots as well as the inclusion of hidden potions and walls that can be destroyed.



Conclusions

Gauntlet is a superb game that should tempt even the dedicated text adventurers into the arcades this summer.

Be warned however that it is horribly addictive to play and so can also be expensive.

It is unlikely that you will ever finish the game alone and so you should use the ability to join the game at any stage to lep from the other characters to get deeper into the dungeon without getting your bank balance too far into the red.

After a few hours play we have managed to reach dungeon level 35with scores over 3,500,000. Can you beat that?

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Uridium

PLAYERS GUIDE

The solar system is under attack by enemy super Dreadnoughts! Gosh! Shock, Horror! What? again . . . Yes again.

Muggins here is volunteered to fly his Manta Class space fighter and elminiate all 15 enemies! (and then after lunch . . .).

Each enemy ship is draining mineral resources for use in its metal convertor. To prevent this reduction of the system's resources you must straff the surface of the ship, detroying all surface installations and the fighters that come after you.

After this you go onto the fuel rod extraction stage where you can retrieve some of the elements taken by the ship. After this you get another chance to get any surface installations that you may have missed — and then onto the next dreadnought.

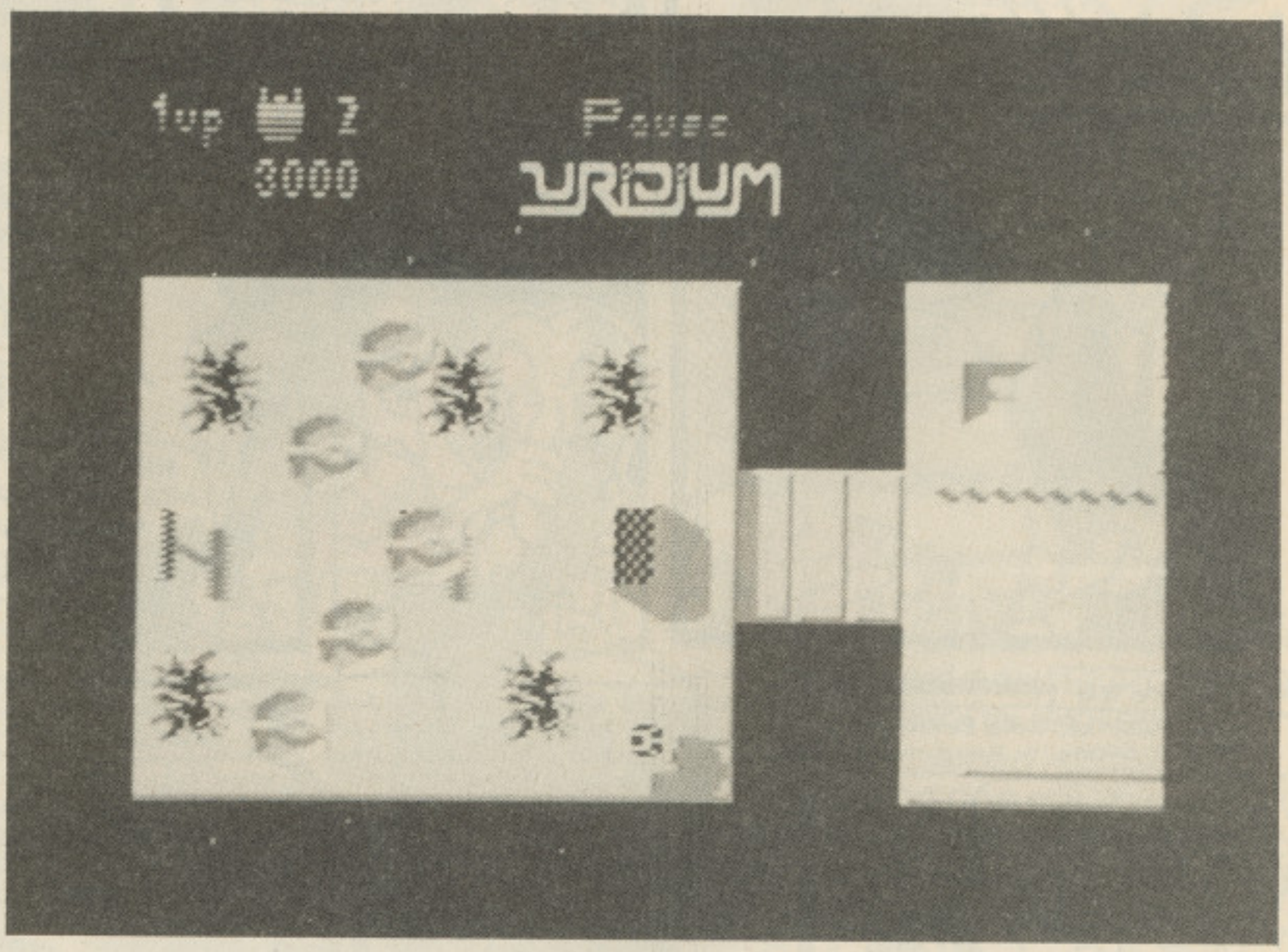
Tackling Uridium needs to be done in stages as ther are three, almost separate, parts of the game, The fuel extraction stage (which is a totally separate part of the game), attacking the super dreadnought, and attacking and avoiding all that the enemy ship can throw at you.

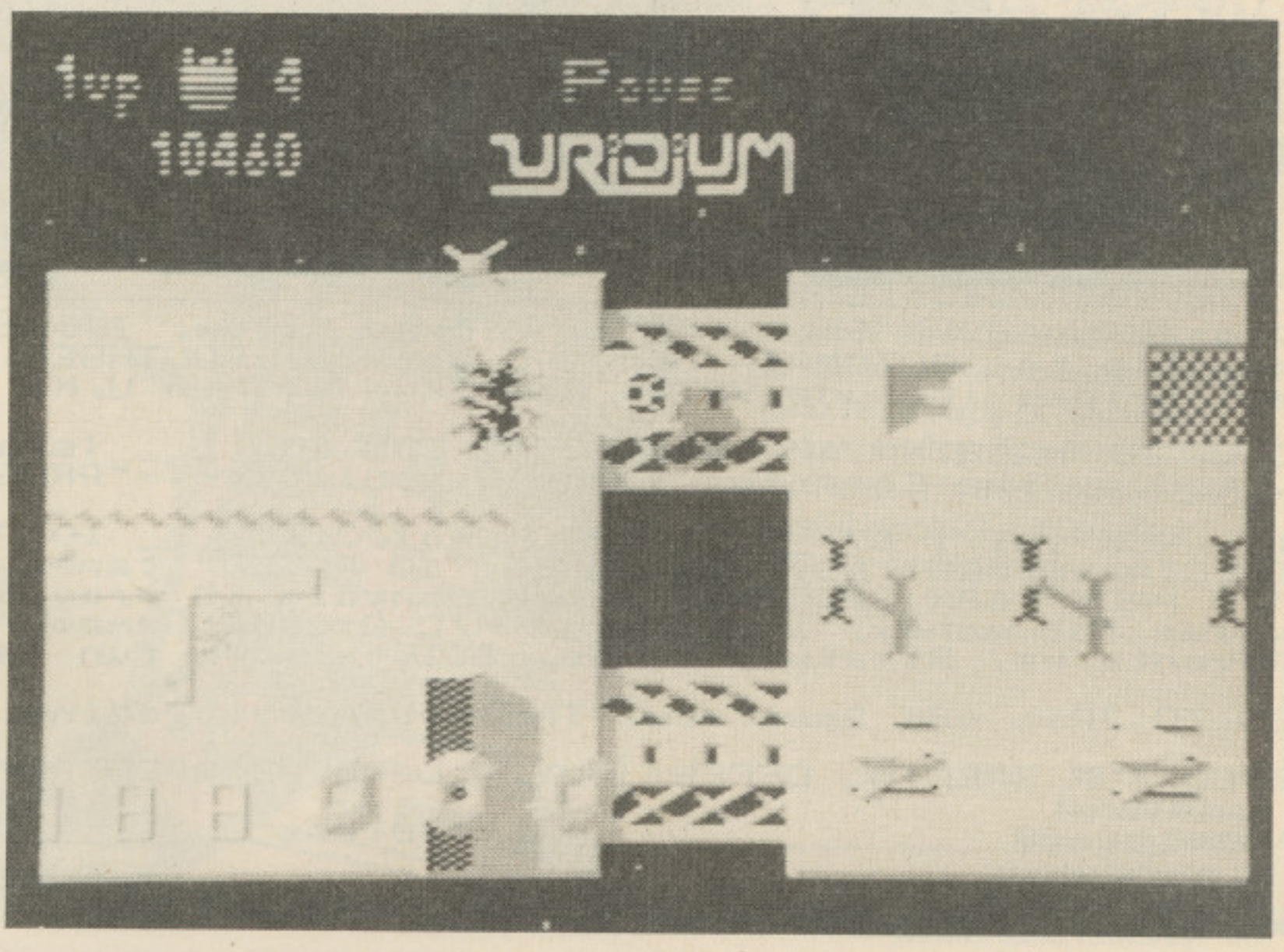
The Attack

This is the main object of the game, straffing all the parked fighters and installations on the surface of the ship. This is no real problem. Expecially as it doesn't actually matter to your progress through the game (i.e. from level to level) is not related to how many surface objects that you zap. The big problem comes with the non-zappable objects. The really dangerous ones are indicated by the longer length of their shadows. This makes them a bit taller, if they are taller it means that you will smack straight into them! Bye, bye, one Manta Class fighter.

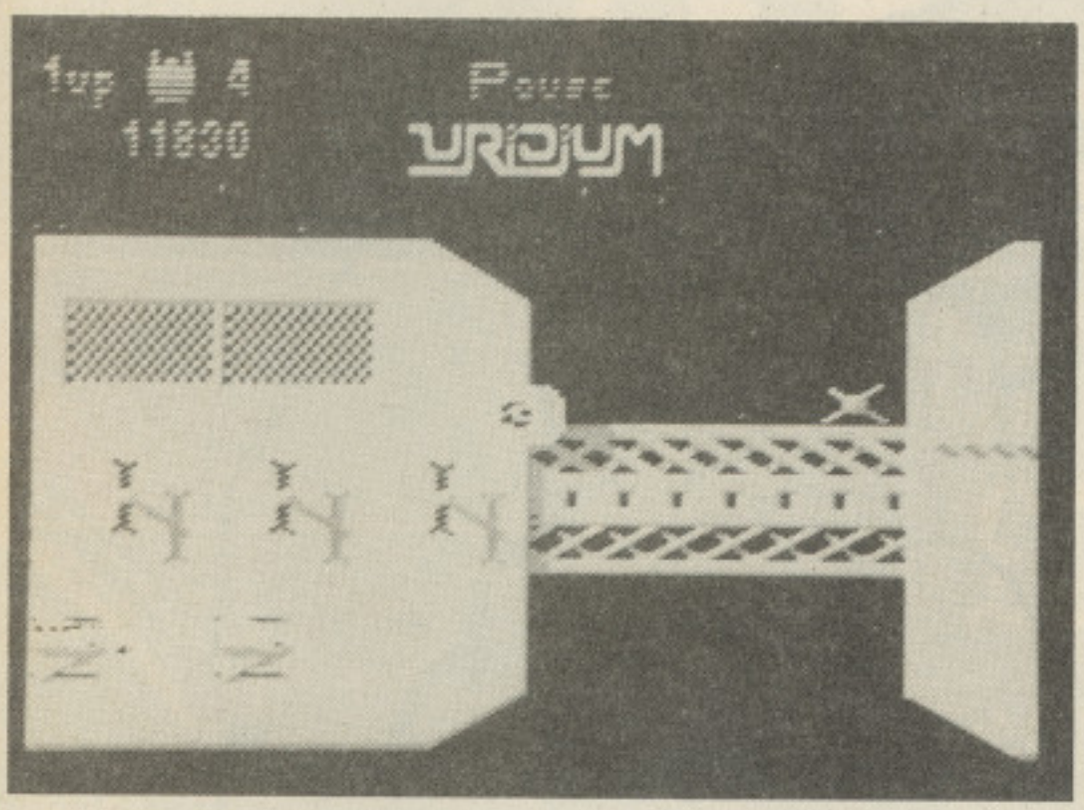
There is no easy way to avoid these, you must remember all the sequences of walls and aerials. some of the gaps between walls look a bit thin — well they don't actually look thin, but, you soon find out that they are. The way to get through these sections is to turn your fighter sideways! This is accomplished by moving up or down with the fire button pressed. In sideways mode you can easily slip between the walls.

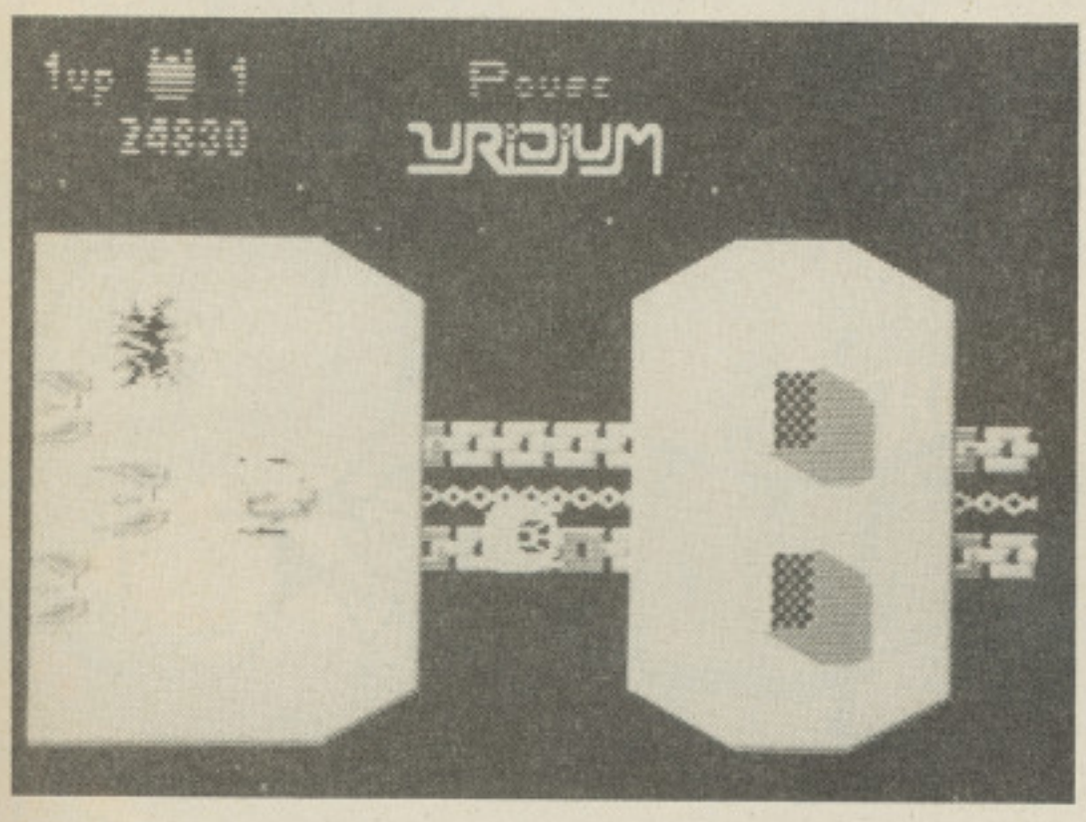
The other surface features are either blastable or non-blastable. apart from the tall objects (which are fairly dangerous as described above), the only non-

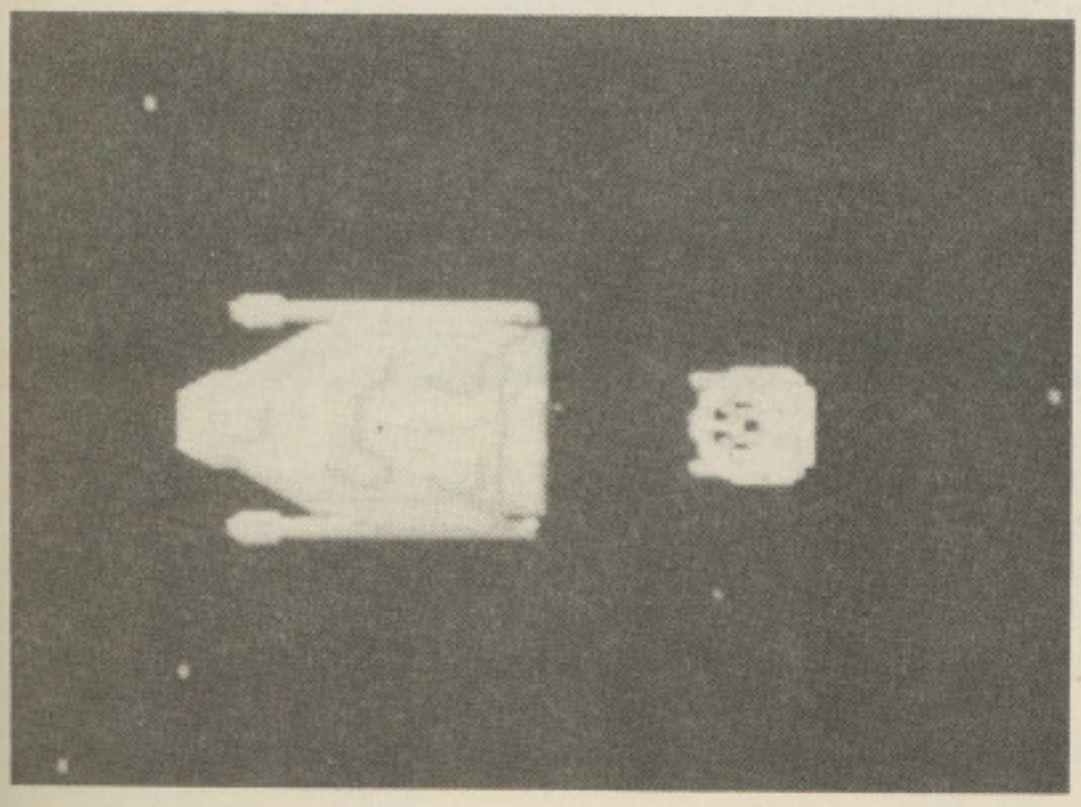




Uridium, by Hewson, is one of the fastest, most difficult, and challenging of all the Shoot 'em Ups available for the Commodore 64. Starting off can be a bit daunting as alien fighters stream past. Ace pilot Mike Roberts takes you through the attack.







blastable objects that are dangerous in any way are the mine launchers — but I will get onto them in the next section.

As far as blasting objects goes, just do that, They can't fight back and are just sitting ducks, To begin with you should shoot at everything on the surface, to work out which can be shot and which can't. Remember, these objects aren't going anywhere, if you miss one, don't jepordise the whole game if you have some enemy ships on your tail, you can always go back for it later.

Surface Defence

This means mines.Mines are not nice. In fact, mines are pretty annoying. Mines are those little things that fire out of launching ports and then home in on you. This can be quite upsetting, but by obeying a few rules they become less of a problem.

The most important rule is never fly over the launchers. These are the small flashing squares that appear from time to time. There is almost enough of them for at least one on every screen. If you hang around for any time at all (i.e. you're not going through like a bat out of hell) one, or on later levels two or perhaps three mines, will get launched. Next follows the kind of chase you would expect to find on the Benny Hill show as you try to shake off the mines. The mines will chase you for 15 seconds and in that time you have to swoop and dive around to miss them.

The first thing that you must do, is to find a relatively clear area. Whizzing around in circles needs some clear space. It would do no good at all, if after 13 seconds you smack into a wall. So head off as fast as possible for a 'dead' area and then perform a figure of eight — firing at all times.

Now the best plan is to time your eight shape so that on either end the mine makes its attack pass. If all is well you should be rolling at this point, and mines can't get you if you are rolling — dead easy really. And if you are lucky, you might hit a few baddies as well!

Defence Fighters

Each super dreadnought has a swarm of fighters defending it. These come in set formations, and if you follow the same route every time that you play, the formations will follow a similar, or the same, pattern.

Enemy fighters are worth between 100 and 1,000 points. However a wave annihilation bonus is only 100 points. so there are two schools of thought as to what to do about fighters. The 'I want to get to ship 15' strategy doesn't waste time on racking up a particularly high score, so fighters are not pursued.

However the 'I want 500,000 points by level 2' technique (the one I prefer) means that you should go after the fighters.

As discussed earlier, surface installations will be there ad infinitum.. But, fighters come and go. so if you don't destroy a whole wave on one go — chase after them. With the really dangerous (and proportionally high scoring) fighters that don't just sit around and be shot — i.e. they dodge a bit and shoot back, you need to be careful. Move towards the formation head-on moving up and down and firing all the time. This makes you rotate and more difficult to hit with a fighter's missile.

After you have passed through the formation — hopefully through a hole that you have just shot — you can turn around and shoot them from the rear.

The non-dangerous ones that shoot very little can be shot in any manner that you want. Some fighters are extremely manoeuverable and whizz around whilst firing at you. However, they also act like mines in that the way you avoid them is the same. sooner or later they will stop and you can blow them up with impunity.

Racking up a Score

When all the surface installations are finished off, you can build up a higher score by shooting the fighters. Ignoring the 'land now' message is also a good technique as it will come around later. To facilitate this technique, Andrew Braybrook — the programmer — put in some 'dead zones'. These are areas of the ship that have no walls or mines. These relatively tranquil areas let you sit around to your heart's content blasting way like mad. Then if you get a bit bored on that level, or it's getting a bit hot, you can nip over to the landing strip — as dead zones are usually near to this area of the ship.

Rod Extraction

One small trick here. The idea of this section of the game is to press the fire button when the bonus is lit up rather than 'quit'.About three from the end I found the 'quit' was coming up all the time. the harder than I tired to get the bonus, the more that 'quit' came up.

The solution? — Well I tried to get 'quit' and of course, I missed it, just like when I was missing the bonus. However, this time I didn't mind missing the 'quit' and getting the bonus . . .

Final Straff

If you have missed any surface installations — now is you're time to make ammends. On one or two of the levels, there are some that are too difficult and time consuming to get. Remember where they are and blast them as they come into view.

Uridium is a great game, and continues the tradition of shoot 'em ups that started off the computer industry. let the 'I don't like those type of games' posers stick to their strategy games, As a dedicated action game fanatic, I think games like this require more thought than some of the most difficult adventures — and a fast trigger finger!

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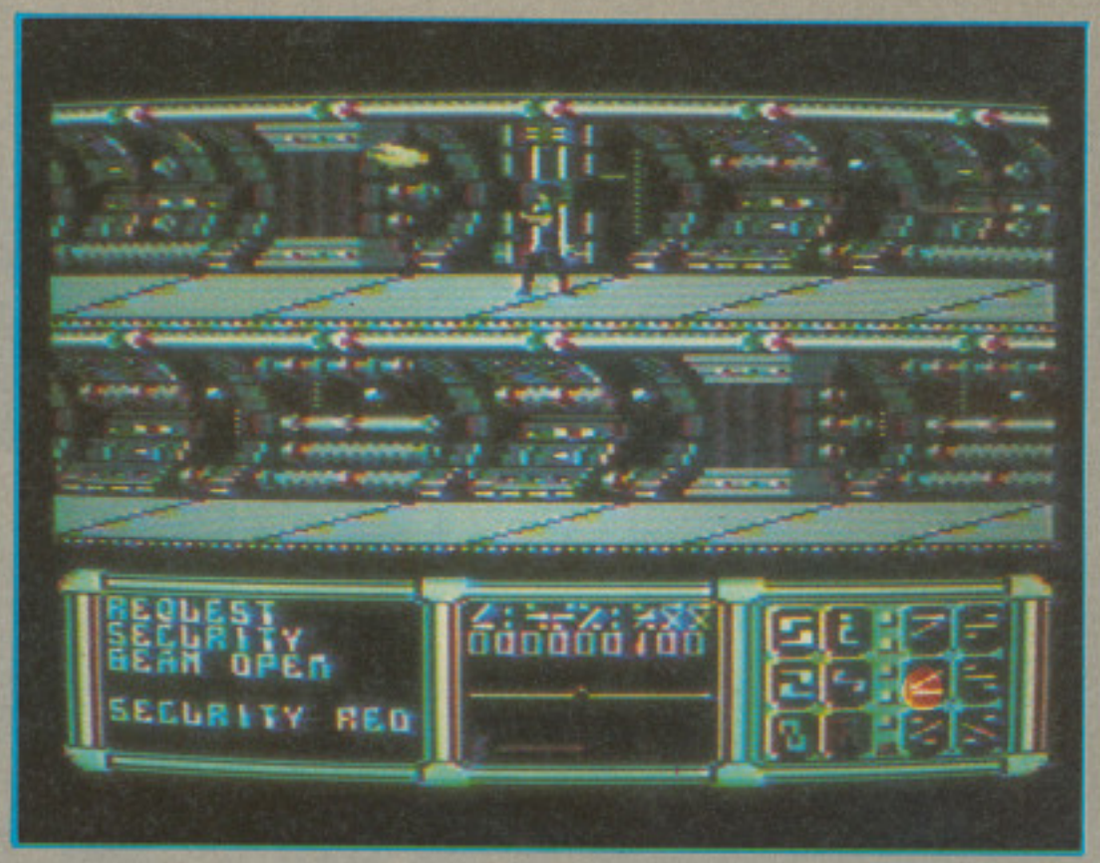
ARCADE

Prime your joystick for this month's arcade action

Title:	V
Computer:	Commodore 64/Spectrum
Supplier:	Ocean
Price:	£9.95



V stands for Visitors and these reptillian aliens are not welcome. Based on the TV series of the same name, the idea is to find the key points on the ship, set explosives and escape before the whole thing goes bang.

Diana's Mothership in not a healthy place for a human. As Donovan your first problem is to work out how your Communiputer works. This is essential from the very beginning because you start off in the Docking Bay trapped between two force-field doors which will not open until Donovan is given the correct code via this device.

Once inside the ship, there are fifteen levels and five sections to search through to find the five vulnerable locations for your explosives. Diana's robots are on the prowl however, some shoot bolts of high-voltage static, some report your position to Central Control while others go about their task of cleaning and maintenance without paying attention to you. All are highly charged with static which will put a strain on Donovan's heart if he touches them.

The Communiputer's central display is a cardiograph trace of Donovan's heartbeat which quickens with each shock. To preserve his life force he must rest after several jolts to allow his heart to recover or the trace will reduce to a straight line with his mission incomplete.

Apart from the ship's key points there are alos several laboratories which harbour the formula for the Red Dust which is which is lethal to the alines. Injecting Red dust into the air Purification Plant kills off a large proportion of the aliens and this causes the robots to slow down their persual of Donovan increasing the likelihood of a successful mission.

The Central Computer is linked into the communiputer which not only gives warning of alien action but also lets you know where you are. In fact, mastery of this little device is essential because it also helps to crack the secruity codes which open the doors to each section and recharges Donovan's laser which forms his only means of protection.

One major problem is that all of the devices, including the Communiputer are alien products and incorporate alien operating symbols. This does not make the task of setting explosives easy. The aliens obviously use a quaternary numbering system and your guess is as good as mine as to their concept of time.

Access to a new level can only be obtained via a beamer pad which are much in evidence along the ship's corridors but access to a new section requires the correct code before the door will open.

Much of the game is spent wandering through the corridors of the Mothership in a search for a key area or a laboratory. A pen and notepad is essential to remember where each bomb is to be planted and care must be taken not to set the explosive too early or in the wrong place. Each charge is operated by a timing mechanism which cannot be stopped once the countdown commences. For this reason the locations must be found before the first bomb is set otherwise Donovan will not have time to escape.

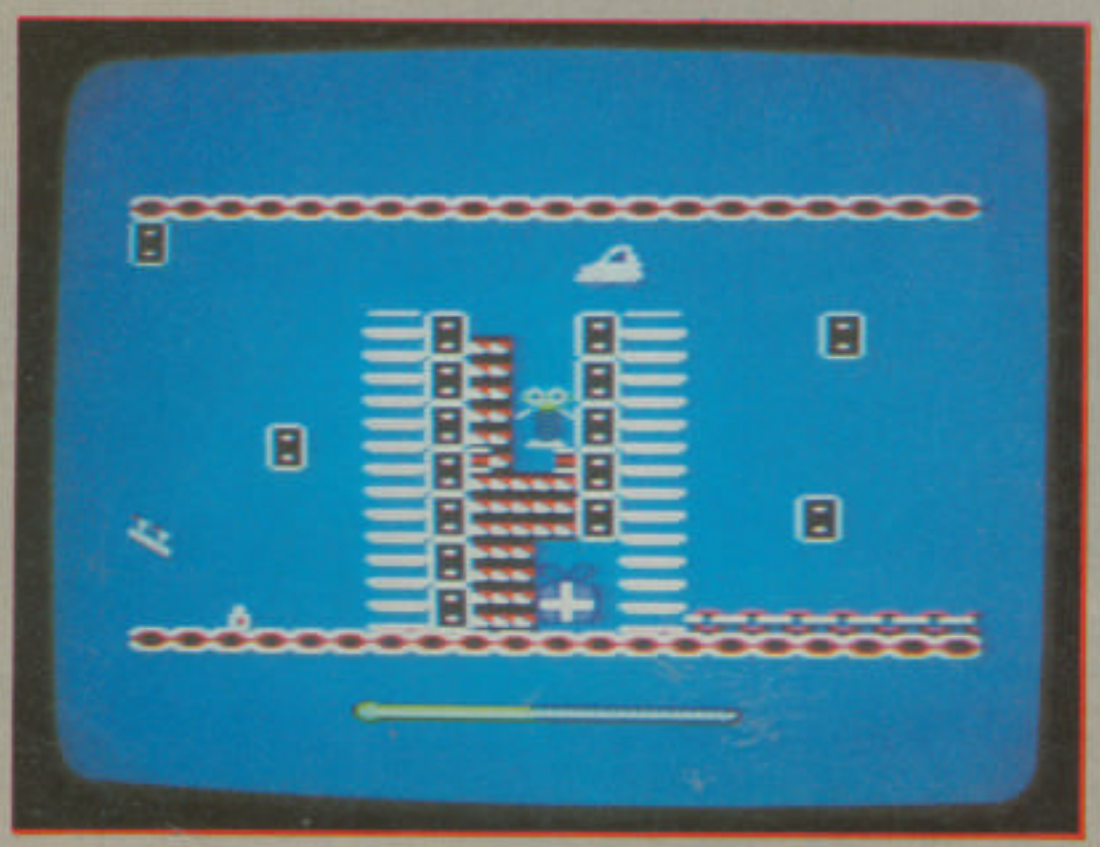
Although I though that the TV series was pitched at the level of Star Trek meets Crossroads and Dallas, the game is a vast improvement on this. The concept and execution of the program places it in the same category as Impossible Mission without the voice syntheses. If you enjoy solving puzzles while zapping aliens this enjoyable game is a must for your collection. **E.O.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR GUIDE

Red Giant



Title:	Thing on a Spring
Computer:	Amstrad
Supplier:	Gremlin Graphics
Price:	£7.95

About a year ago, Gremlin launched Thing to an unsuspecting Commodore owning public. Now Amstrad owners can take advantage of this excellent game.

The evil goblin has taken over the world and is wreaking havoc (if that's how you spell wreaking) across the world. All the world's treasures have been stolen and are now hidden in his giant cavern, protected by all sorts of weird and wonderful creatures.

You, as the thing, must try and save these. The thing on a spring, as you might suspect, is a little thing on this sort of spring, really. And is capable of bouncing to grea heights — which is quite useful really as the cavern is full of lots of things to jump over.

The game is a left/right screen to screen to screen game with plenty of ladders and platforms in them. There are also a lift or two to take you between levels. You pick up the treasures, which is the obect of the game after all, and can pick up various objects that help you on your way — like an escalator reverser and a sort of catapulter, and of course there is oil. You need the oil to keep your old and rusting spring in good order, run out of oil and you can look forward to a swift demise.

The game itself is bright and colourful and the animiation is superb, definately up to the Commodore version's standards. The accompnaying music is also excellent and sets the scene perfectly.

A great game that can be enjoyed by almost everybody. **M.R.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Red Giant

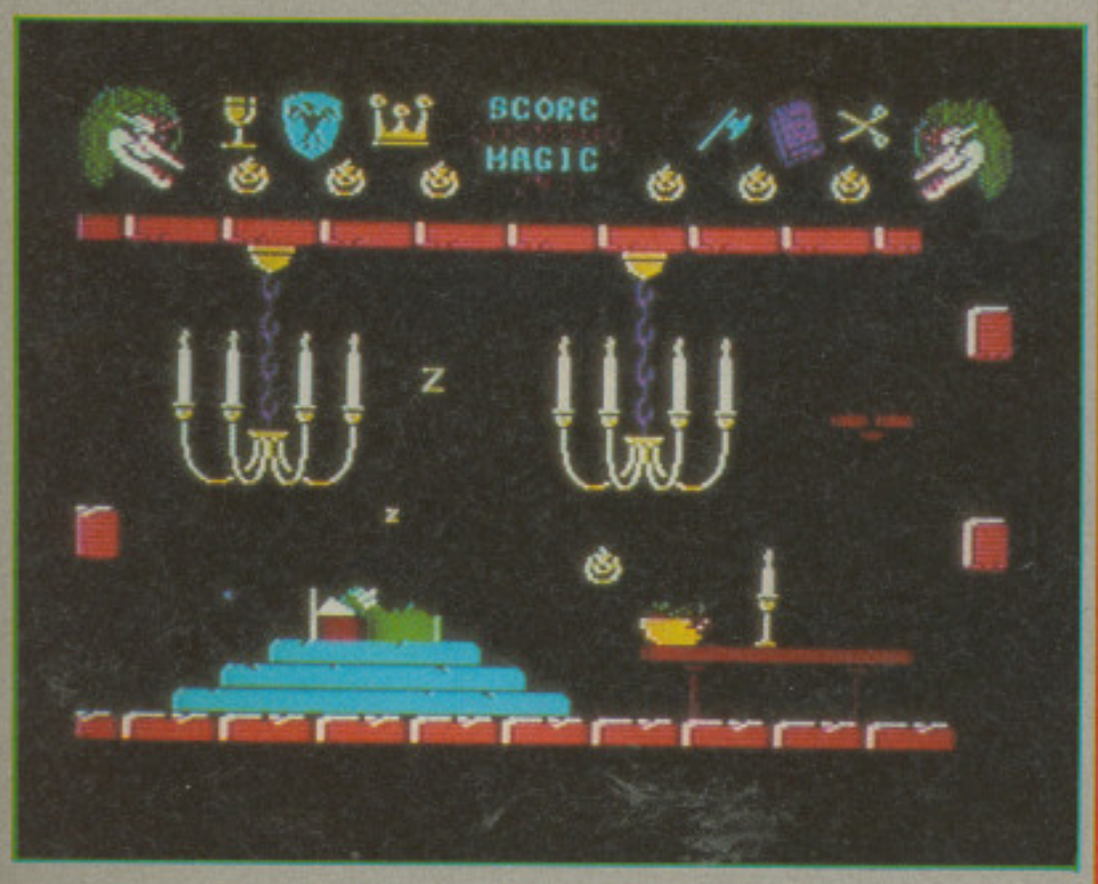
REVIEWS

Title:	Cauldron II - The Pumpkin Strikes Back
Computer:	Commodore 64
Supplier:	Palace Software
Price:	£7.95

Remember Cauldron, a cross between Defender with a Witch and manic miner? Well she is returning. In the first game you played the good witch, out to destroy the evil pumpkin. The game consisted of left right scrolling defender-type action with spell zapping, and underground problem solving. Complete all this and the pumpkin dies — but the little pumpkin lives on — to fight another day?

Yes, the little pumpkin has his revenge. As the years pass, the witch turns evil and her rule upsets everybody, VAT is up to 22.7% and a pint of beer costs £1.47 — so the assembled masses are not pleased. but, up steps a hero — the little pumpkin, he will save them, or can he?

The game stars you as a bouncing pumpkin in a maze of rooms. These are in the castel that the witch has constructed for herself — that looks suspiciously like the Palace Software logo. Certain objects are needed to cast the spell that would banish the evil witch for ever. To this end' you need to explore the castle to get them, including avoiding the witch, who is asleep, and then find the mystic black cauldron to cast the spell.



The puzzles are quite good and the graphics are up to Palace's usual standards as is the music, which sets the scene perfectly.

The detail is also impressive, the throne isn't just treated as an object, but as a throne, so you can actually bounce off the arms and into the throne proper. The dipping gargoyles are also a nice touch and add a bit of difficulty.

On the whole I think that Palace have come up with a worth successor to Cauldron, that should keep ladders and platforms people amused for weeks or months. **M.R.**

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●
STAR RATING	◎
Bright Star	

Title:	Off the Hook
Computer:	Spectrum and C64
Supplier:	Various
Price:	£7.95

One of the major problems amongst the youth of Britain is a growing dependancy on drugs. Off the Hook is a compilation of ten games for the Spectrum and C64 with all proceeds going towards helping kids kick the habit. Certainly, it is a cause well worth supporting and even if you have seen a couple of the games before, you should still seriously consider getting a copy.

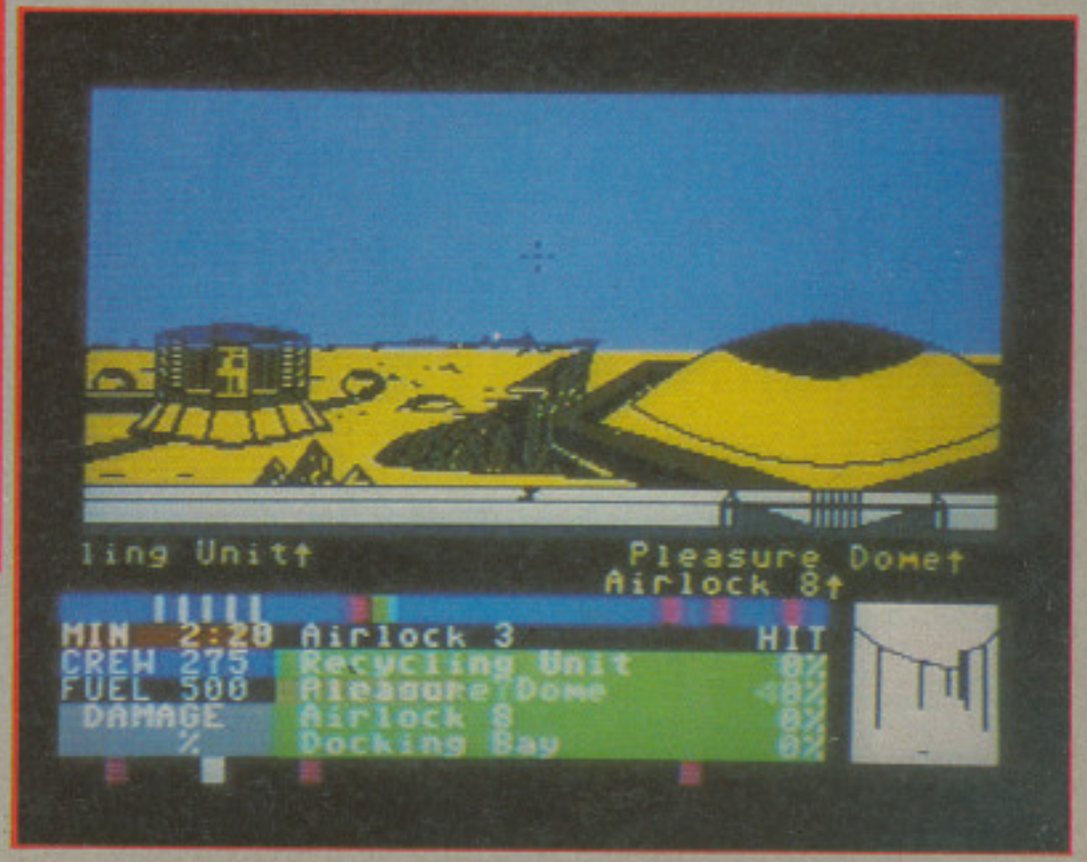
The C64 collection starts with Pitfall II from Activision, a ladders and platforms variant where you collect gold bars and try to rescue your friends whilst avoiding scorpions, electric eels and the like. Anirog's Space Pilot II is reminiscent of Asteroids except that you blast spaceships instead of rocks. Psytron by Beyond is an excellent graphical strategy game where you must defend the Betula 5 installation from saboteurs. Elite's Fall guy gives you the chance to be a stuntman and side one ends with Demons of Topaz from firebird, a platform game.

Sheep in Space is a Jeff Minter/Llamasoft production, a shoot-em-up to the accompaniment of Bach. What more could you ask for? Ocean's Kong Strikes Back is set on a big dipper as your endeavour to rescue your girlfriend whilst Black Thunder from Quicksilva puts you in charge of a high speed train doing battle against missles and helicopters. Death Star Interceptor from System 3 Software is a space shoot-em-up and the tape ends with Talledaga, a car recing simulation from US Gold.

On the Spectrum version, Pitfall II, Psytron, Kong Strikes Back and Fall Guy are as above. Ad Astra from Gargoyle is a shoot-em-up whilst Incentive's Splat sets you problems in an ever changing maze. Sam Stoat — Safebreaker from Gremlin sees you trying to rob and escape from four houses with twenty locations in each. Melbourne House's Mugsy is a strategy game in which you play an American Gangster in the twenties. (It's a lot better than the sequel which is currently on release by the way). Chequered Flag from Psion is a Formula One simulation and the tape ends with Blue Mac from US Gold, a World War One dogfight game.

So there you are, something for everybody. Do go out a buy a copy. It really is a worthwhile cause.

G.H.



Title:	**Cyberun**
Computer:	**Spectrum**
Supplier:	**Ultimate**
Price:	**£9.95**

Once upon a time, everybody who owned a Spectrum would eagerly await the launch of a new game from Ultimate. Their products were renowned as being highly innovative and pushed the limits of what people thought the Spectrum was capable of back even further. Recently however, their products seem to have lost their edge and this led to an agreement being struck between Ultimate and US Gold. Cyberun is the first game to come out of the stables of this new partnership.

The Beta Gamma System is an isolated system of stars and planets in the Amoebus nebula. The main reason why anyone should take any notice of this fact is that the system is the only known source of the anti-element Cybertron in the universe. Cybertron can be transformed into Cybernite, the hardest substance yet discovered. The problem with mining cybertron is that the planets exert a phenomenal magnetic pull. Anyone who can succeed in gaining access to Cybertron controls the whole universe. To this end, parts of a ship have been shipped out to the system where they wait to be re-assembled.

The game starts with you in your command module which is a fairly weak device. Additional parts of your craft can be found floating on clouds or static structures and are picked up automatically when you move over them. The most important of these are your thrusters — both vertical and horizontal for without these, your mobility is severely limited. Other features include a large pair of pincer like legs and a canon which fires bullets that automatically home in on your enemies. These are many and various and include saucers, gunships, comets and some strange flying fish that tow force fields behind them. Your ship is fitted with a laser to help you contact these but believe me, the cannon really does come in useful. One annoying feature is that sometimes when you collide with an object, you are instantly destroyed whilst on other occasions, you can merrily bounce your way off several.

There are many other features contained within the game. Various parts of what appears to be another craft to be assembled at a later date, fuel pods to be collected and underground caves to be explored although with Ultimate's usual policy of non-divulgance of instructions, nobody that I've spoken to has much of an idea what's expected of them. The graphics of your ship are nice and clear, reminiscent of some of Ultimate's earlier space games but overall, there is a distinct feeling of deja-vu.

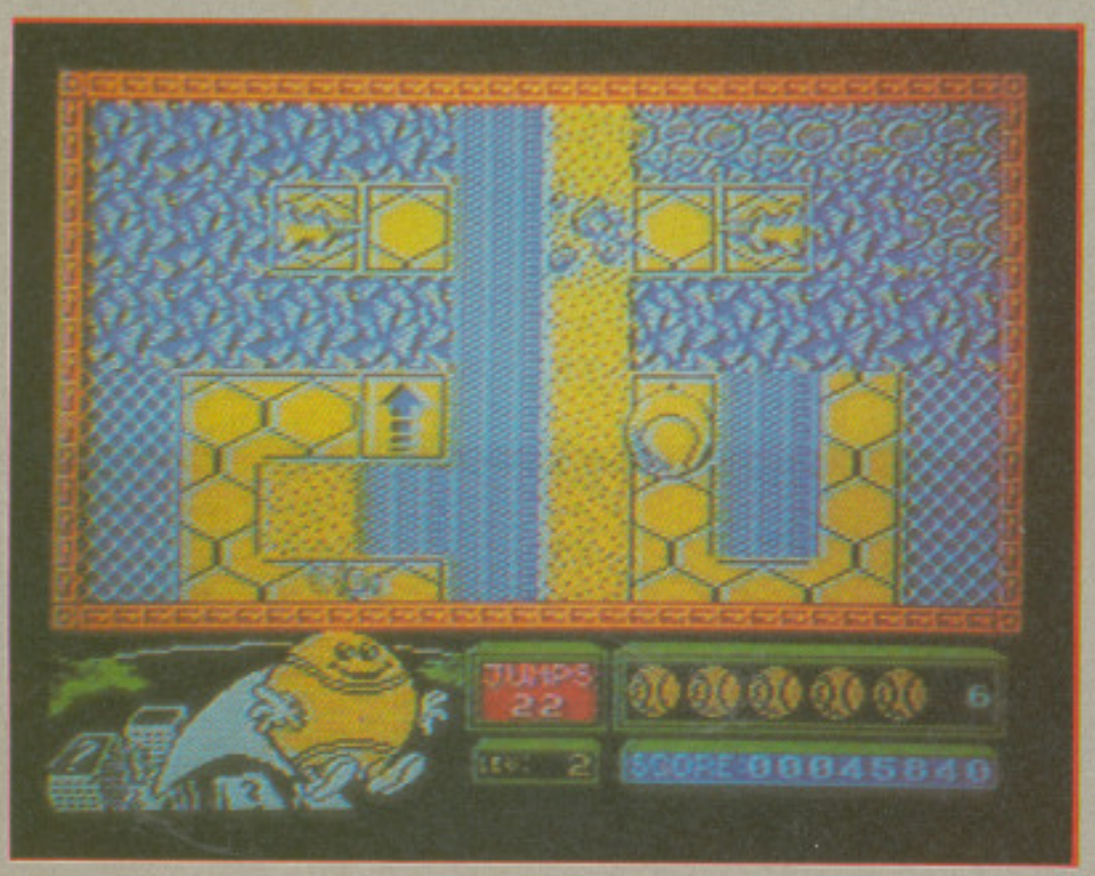
G.H.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Red Giant



Title:	**Bounder**
Computer:	**Spectrum**
Supplier:	**Gremlin Graphics**
Price:	**£7.95**

A ridiculously addictive game in which you must bounce a tennis ball along a course is set to infuriate Spectrum owners everywhere.

Originally released for the C64, Gremlim Graphics have decided that it's time that Spectrum owners suffered as well.

The object of the game is simple — bounce a tennis ball along a course of paving stones until you reach a goal. Unfortunately it isn't that easy.

The course itself is high above the ground and the slightest mistake will send you plummeting to a lost life. You start the game wtih 3 balls but can gain more by bouncing on mystery spaces. These spaces can also give you bonus jumps (used later on a bonus screen) or kill you straight away or freeze you while a missile flies across the screen which then kills you.

To get to the mystery squares and indeed the end of the course you will have to use power squares, that give you an extra long bounce as well as avoid walls and aliens that kill you on contact.

Once through a course you get a chance to score some points in the bonus screen which consists only of mystery squares each containing a score. However everytime you bounce you lose one of your jumps. You start with 40 jumps but these are soon whittled away so it is important to get as many as possible inthe courses.

Once your score has been added up, it's onto the next course.

The Spectrum version has lost a lot of the colour of it's C64 predecessor but none of the gameplay or sheer frustration when playing it.

The alien critters jealously guard the mystery squares which is exactly where you want to go.

Another great game from Gremlin graphics. **T.H.**

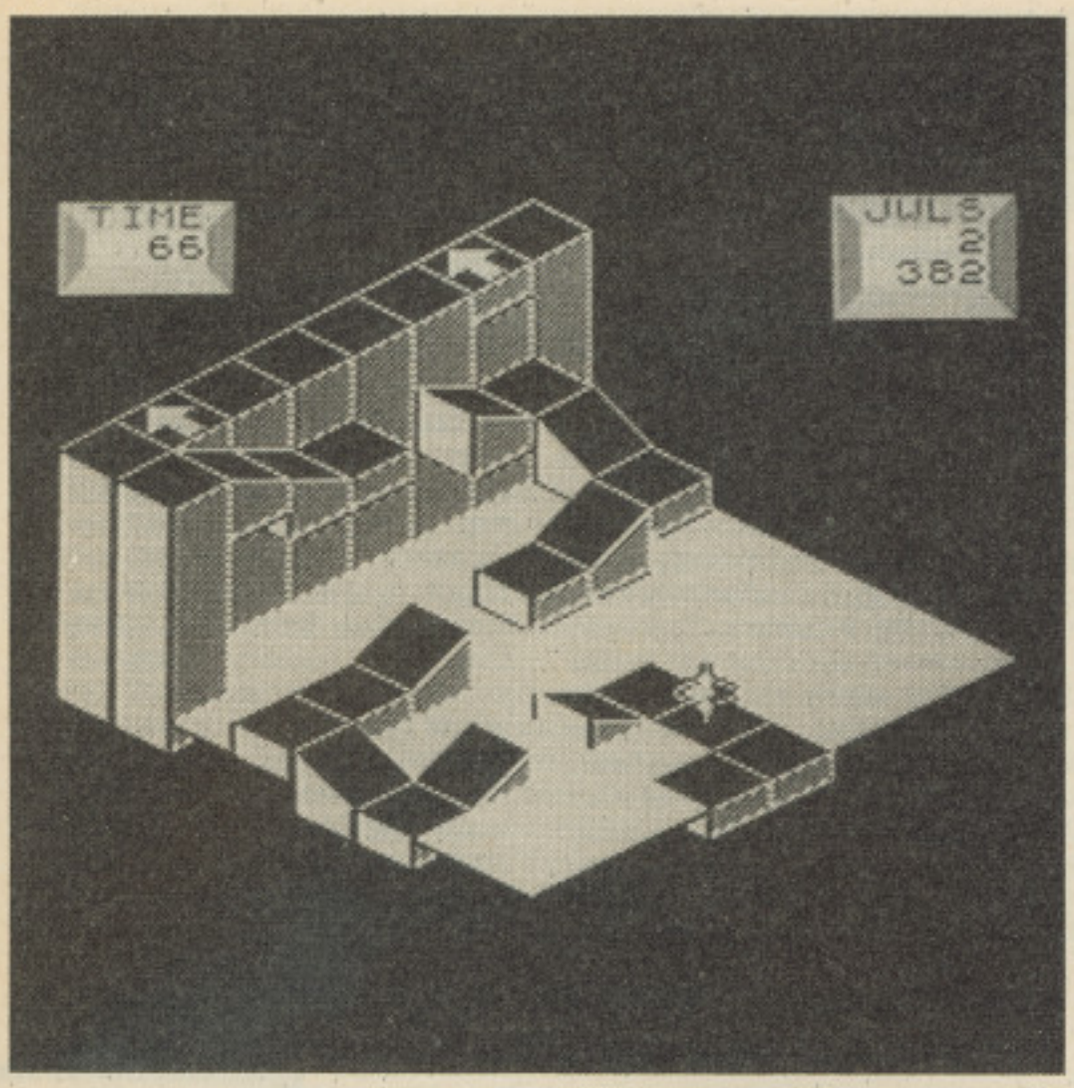
PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Nova

REVIEWS



Title:	**Spindizzy**
Computer:	**C64, Spectrum**
Supplier:	**Electric Dreams**
Price:	**£8.95**

Spindizzy, the superb 3D maze exploration game featured for the Amstrad two months ago, is now available for C64 and Spectrum computers.

In the game you have to guide Gerald, a marble/gyroscope/top, around 385 screens in an attempt to map it all.

Unfortunately you only have 100 seconds to do this in! To make things worse the screens are packed with treacherous slopes, gaping chasms you must leap, as well as the odd nasty to get in your way. Any disasters caused by these deducts time, leaving you even less.

Luckily you can gain some vital seconds for every new screen you discover as well as for collecting the diamonds scattered throughout the maze. However these all seem to be in such impossible positions that you will have to bounce across trampolines or leap across chasms or move across narrow paths to get to them.

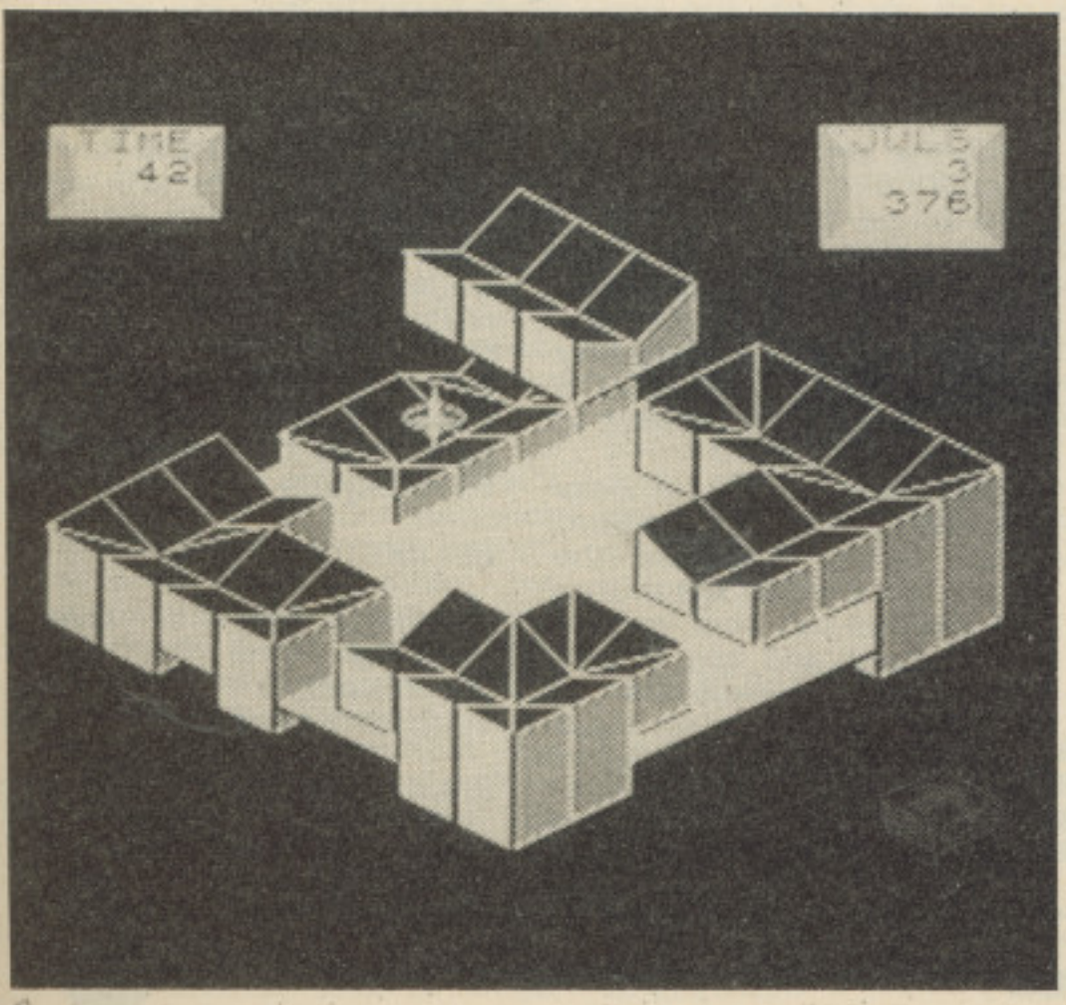
Add to that lifts to take you from one level to the next, a map of the whole maze and four different views of each screen and you have a game that will challenge you for weeks. **T.H.**

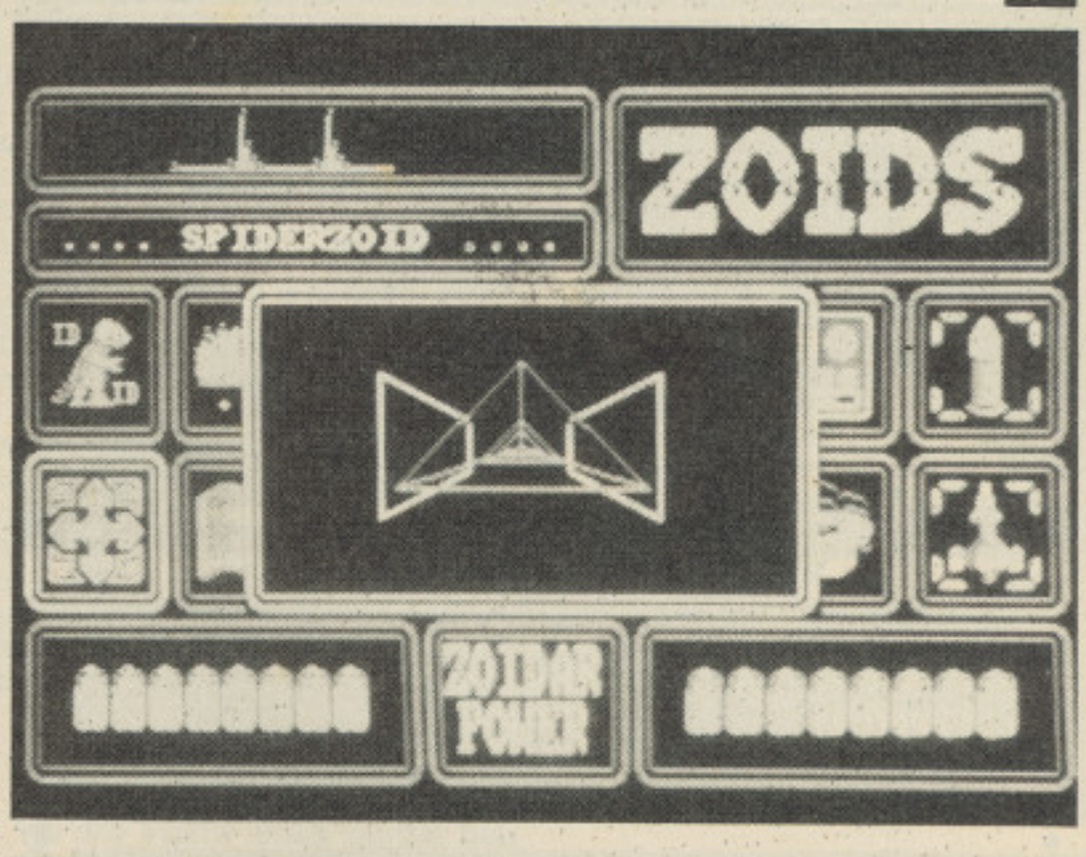
PLANET RATINGS

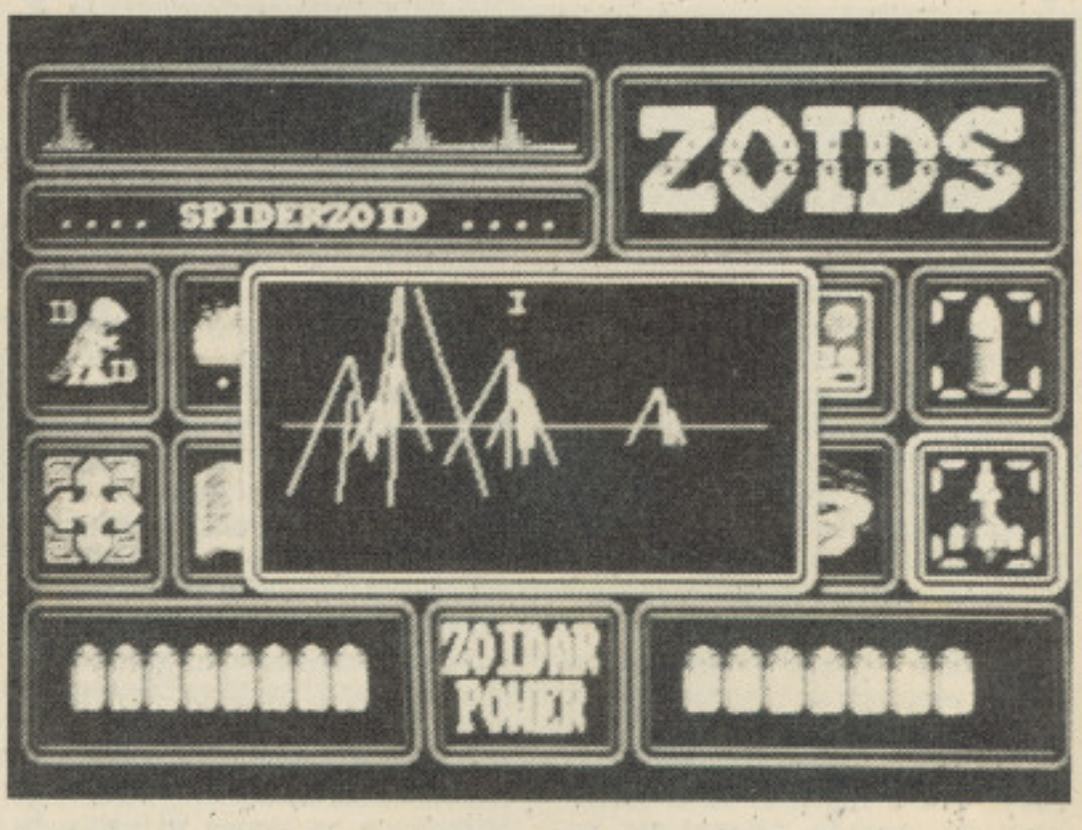
Originality	●●●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING

Nova







Title:	**Zoids**
Computer:	**Amstrad**
Supplier:	**Martech**
Price:	**£19.95**

Licensing deals are getting ridiculous. First there were films, and TV shows, and books, now toys are the subject of a computer game.

Zoids are a series of robot toys from Tomy — makers of the Verbot/Dingbot robots, which were the subject of a Computer Gamer competition recently.

Zoids are the intelligent robot warriors of a now dead race — the Zoidaryans. All that remain of them are the red zoids and the blue zoids, two types of warrior robots locked in eternal combat. You are on the side of the blue zoids and must assure their victory.

The game of Zoids was the subject of a Computer Gamer feature a few months ago, so I shan't dwell too long on the game, and concentrate on the main differences between this version and the other versions.

The Amstrad version of this game is most similar to the Spectrum version, the Commodore version is different from the other two. The screen display is broadly similar with an increase in resolution and a slight change in the colours as a result, being the only real visual difference.

Gameplay is the same with the short 3D sequences for combat being especially effective. The game is also a bit faster than the original.

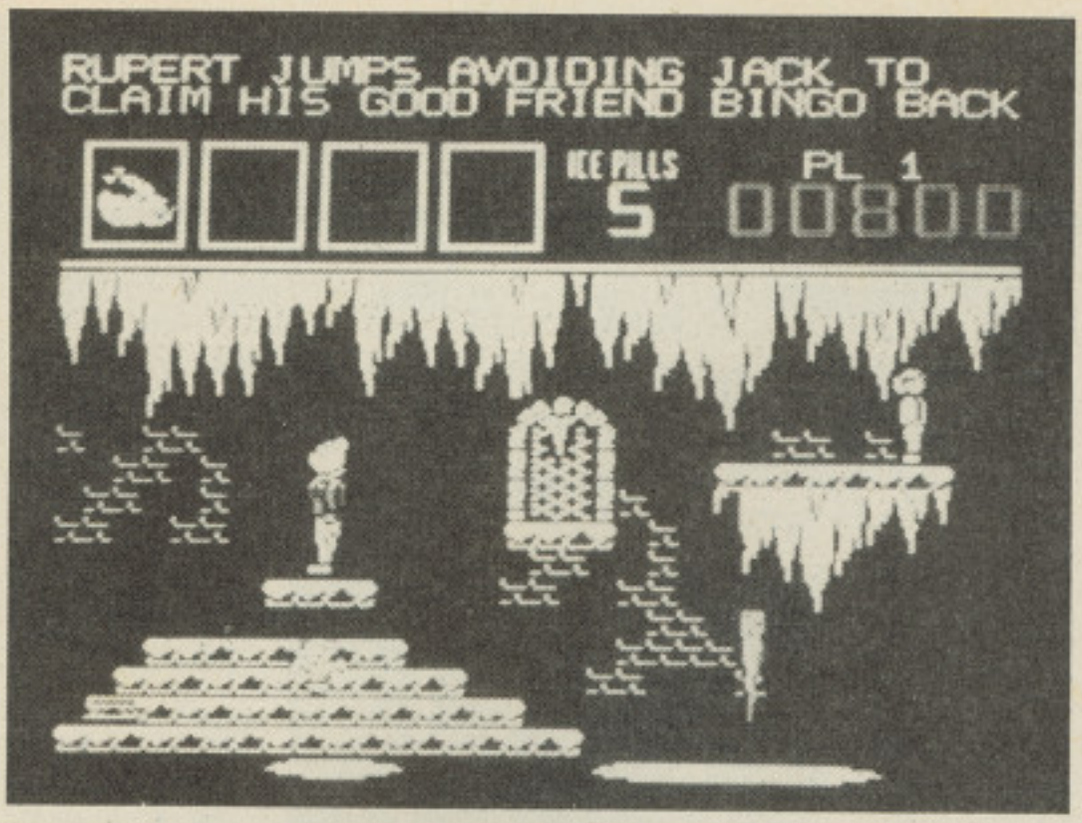
So, if you've seen and enjoyed the Spectrum version of this game then you won't be disappointed by the Amstrad version.

PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●
Value for money	●●●

STAR RATING

Bright Star



Title:	**WOW Games**
Computer:	**Spectrum**
Supplier:	**Various**
Price:	**£9.95 — mail order only**

War on Want was founded thirty years ago with the aims of campaigning against war and poverty especially with respect to the third World. WOW Games is a compilation of fourteen titles with all proceeds going to this worthwhile cause. At just over seventy pence per title, it is an excellent way of building up your games collection at the same time knowing that your money is really going to do some good — WOW have some of the lowest administrative costs of any charity.

Hellfire from Melbourne House sees you as Ulysses trying to complete three tasks set you by the gods. These include a 3D maze, PSS's Xaviour is a 4,000 location arcade adventure in which you are trying to assemble a DNA module. Hunchback II from Ocean sees our hero in more antics as he tires to rescue Esmerelda.

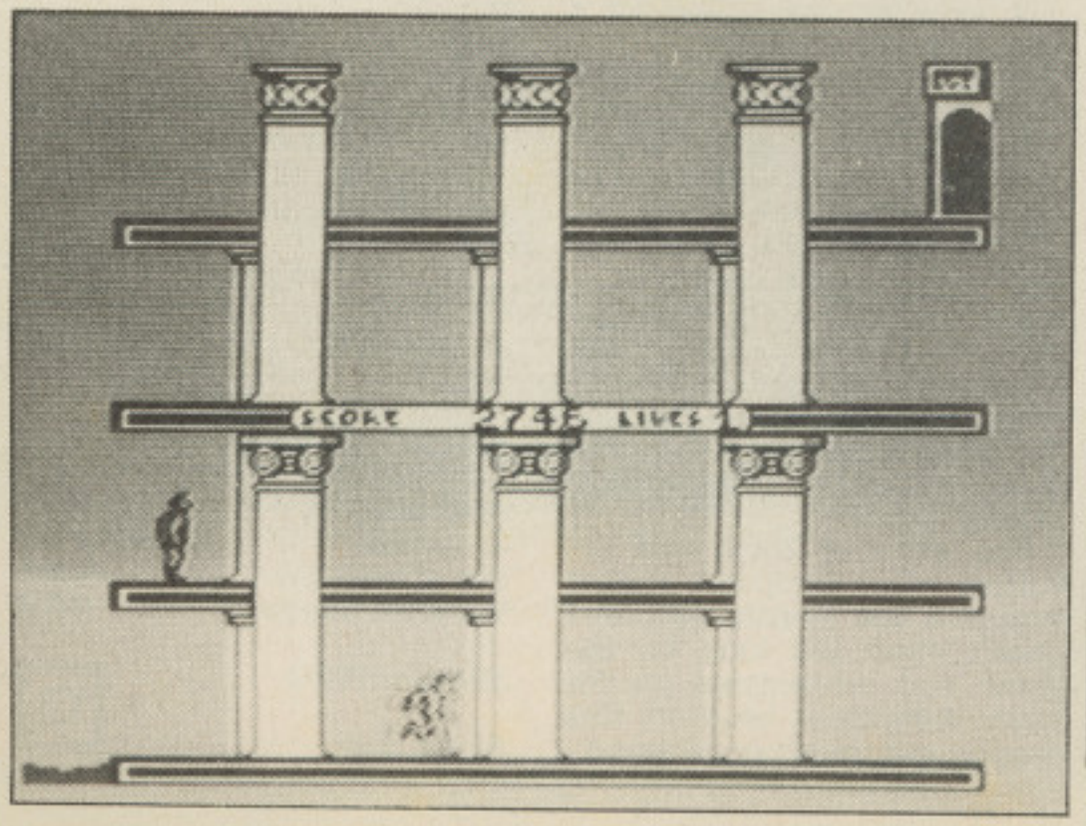
Wizard's Warrior by Mastertronic is a maze game in which you try to defeat the minions of the Wizard of Wilye whilst from Artic comes the highly rated Spectrum Chess II. Winged Warlords from CDS is a version of the arcade game Joust and Headbanger's Heaven is a Jeff Minter game where you try to collect money whilst simultaneously nutting falling hammers. Well I suppose it makes sense to Jeff!

Side two opens with Rupert and the Ice Palace from Quicksilva in which Rupert Bear tries to rescue his frozen friends in a platform game variant. Audiogenic's Bugeyes has you trying to make your way through ten levels of a spaceship, avoiding the bugs as you try to disable a generator. Horace and the Spiders from Psion sees Horace trying to overcome his arachnophobia by stamping on them!

Firebird's Mr Freeze is a ladders and platforms game with the unusaul task of trying to defrost some fridges. Another platform game is Dr Franky and the monster in which you collect chemicals in order to animate the creature. Pedro from Beaujolly is a 3D game where you have to stop creepy crawlies from eating your crops. Finally, Cybertanks from Star Dreams is as its name suggests, a tank battle.

There is enough in WOW Games to satisfy most players and even if you already own one or two titles, it is still a good buy, especially when you consider where the proceeds are going.

G.H.

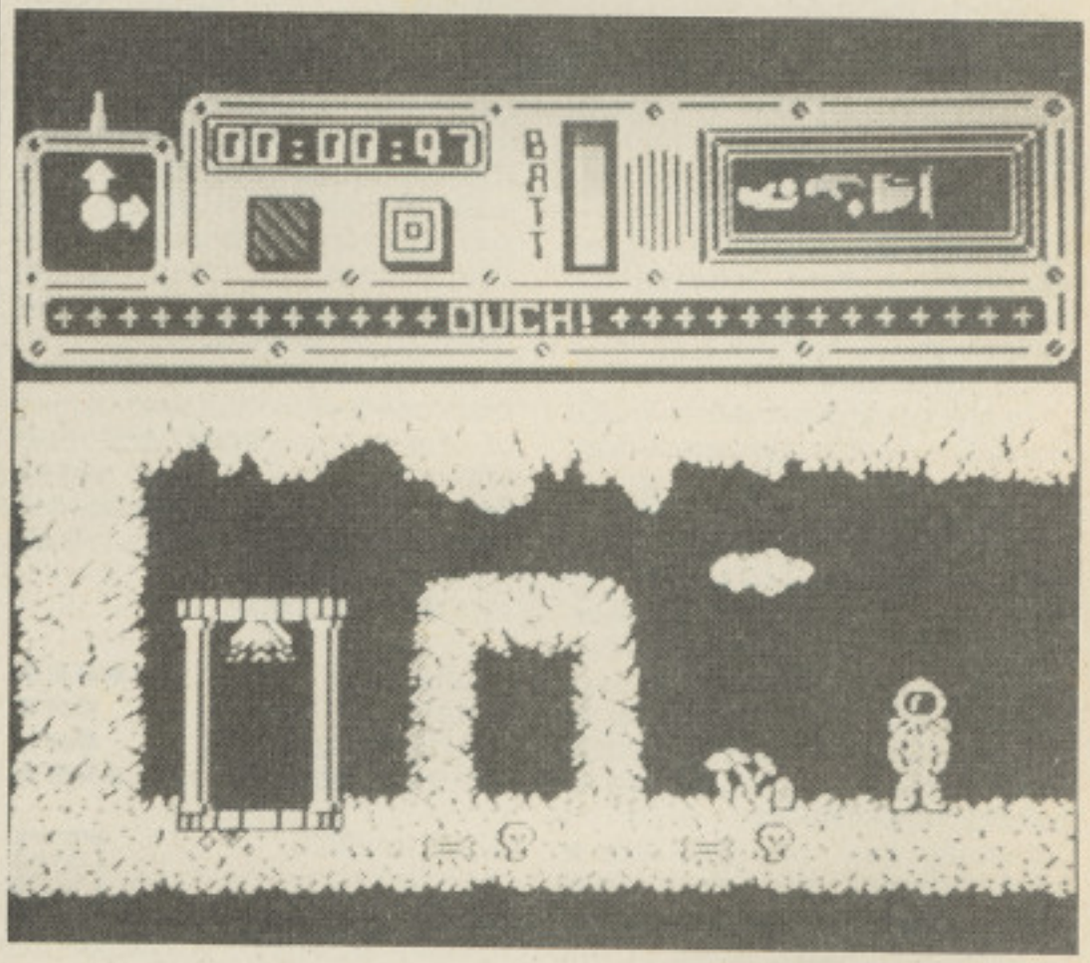


Title:	**Core**
Computer:	**Spectrum**
Supplier:	**A 'n' F**
Price:	**£8.95**

All 720 staff have died in mysterious circumstances. Andrew Angello affectionately known to his friends as Asteroid Andy received the distress signals but arrived there too late to do anything about it. The suspicion is that there has been an alien attack, but the only way to find out for certain is to locate the nine parts of a biological memory bank scattered around the 1,000 locations split over four levels.

Core is an icon driven arcade adventure that sees you in the part of Andy. Apart from wandering around looking for the nine pieces, there are puzzles to be solved as well and it is intended that it will take you some considerable time before you solve everything. To this end, there is a save game facility although this only operates if you can first find a cassette to save the game on!

Graphically, the game looks very attractive with the top third of the screen containing the various icons whilst the bottom part displays you, your current surroundings and any objects and nasties that happen to be around. There are seven main boxes to keep your eyes on. Along the bottom of the icon window is a description and short message strip. Top left is a box showing the location of the various exits although this can be toggled to a picture of the brain display using the red button next to it. Above the red button is a clock whilst to the right of it is a green button which is used to select from the four screen icon menu. Next to that is a battery indicator — your picture starts off bright white and slowly dims as your power decreases. At the right of the screen is the icon menu. this loops between a control panel (help, wait and save), an action selector (pick up, drop, use and fire), a spare batteries display and an items carried (four maximum) indicator.



The whole idea of icons is that they make the game simple to control but I found that this was just not the case here. Selecting the various icons was very much a hit or miss affair being controlled by a diagonal movement of the joystick and the instructions given were distinctly lacking in clarity. This is a pity because it would be a very good game if only it were considerably more playable.

G.H.

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●

STAR RATING

Bright Star

REVIEWS

Title:	**Sabbateur**
Computer:	**Amstrad**
Supplier:	**Durrell**
Price:	**£7.95**

Another spin-off from the current fad of martial arts games. This one sees you as a black clad Ninja-type mercenary who has to steal a disk from an enemy complex filled with armed guards, rabid dogs, and camera guided anti-personnel weapons.

The game features you as a rather large sprite that can punch, kick, jump, use weapons, and do all the other things that you would expect from a game of this type. Though the animation during movement is rather good, and is certainly up to the standards that you would expect a martial arts game to have nowadays.

The game progresses from screen to screen — rather than continuously scrolling, which I think looks better. But we're stuck with the screen to screen to screen method. In each screen could be a baddie, who needs to be kicked to death, a useful weapon — a knife or half brick perhaps, or a number of other things.

So, you fight your way around the game, and if you're lucky you will get to the helicopter to escape.

A reasonable game which is complemented by good graphics. The game itself has nothing new about it, except that it seems to be a mish-mash of other games and techniques. The large and detailed moving objects are good, as is most of everything else which is in perfect scale.

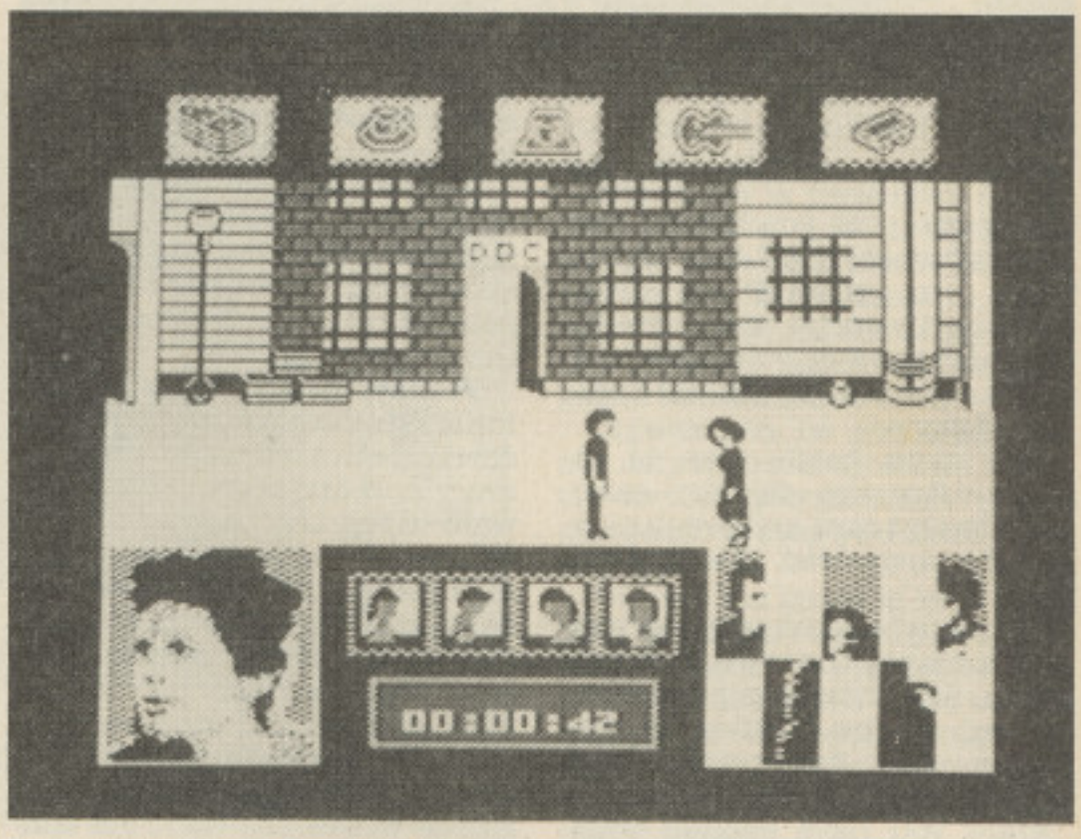
Whether you will like this game is up to you. If this is the type of game that you like, then there is nothing different about it to put you off. If you don't like this game then there is really nothing different to attract you. **M.R.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Bright Star



Title:	**Back to the Future**
Computer:	**Spectrum**
Supplier:	**Electric Dreams**
Price:	**£7.95**

As an erstwhile colleague of mine once said, whilst reviewing this game for a Commodore magazine — rather more like back to the drawing board. In a feeble attempt to cash in on the success of the film 'Back to the Future' this game has been rushed out, onto an unsuspecting audience — rumour has it that the game was designed and written in four weeks flat, and it looks it!

Basically the game is a five location arcade adventure and follows the plot of the film to a small degree. You have to find and use objects in order to unite your parents to be. The other characters wander amout aimlessly and will either help or hinder you as they see fit.

The graphics are uninspiring and the gameplay tedious. This is the classic reason behind the thinking that licensing films to promote games is to prop up a game that wouldn't stand up in its own right. If this game didn't have the name plastered on it I probably wouldn't even bother wasting the space reviewing it.

Buy this at your peril . . .

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Nebula

Title:	**Moon Cresta**
Computer:	**Amstrad**
Supplier:	**Incentive Software**
Price:	**£19.95**

Moon Cresta is one of the classic coin-op games of all time. Though it is a bit long in the tooth, Moon Cresta will still maintain the old attraction for the zappitall addict (like me).

Moon Cresta is based around a number of screens of aliens. These aliens come in a number of different types, usually in two waves per type, with varying levels of meanness. The first two waves are sort of round fluffy types, that split into two when you shoot them. The next level are extremely evil little aliens, that are very fast and come in rather difficult formations. These must be tackled with extreme prejudice lest you get destroyed.

Now you get meteors that dive in from both sides of the screen at once. Colliding together at the bottom of the screen. If you are really flash, you can sit at the bottom of the screen and time it right so that one shot can knock out both meteors (not enough time to fire two shots), but cowards like me usually cower in a corner, avoiding one of the meteors and shooting the other.

The final belligerent round has hovering knives that dive down trying to kill you. Then follows the docking round. The docking round is the bit that differentiates Moon Cresta from all the other zappit games.

In Moon Cresta, you don't have three different lives or ships. Instead you have three different stages — rather like an old step rocket. The first stage is very little with a single gun, the second stage is a bit bigger with two guns, and the third stage is bigger still with two guns.

Getting kiled with one means that you go onto the next. The docking stage puts the next stage to go at the bottom of the screen with your curent stage at the top. You now have to guide your ship down onto the next stage using left/right and fire for thrust, and dock with the next stage. Thus you can get more stages and more firepower, as the extra guns are in addition to what you already have, there is also a bonus based on time taken to dock. Complete everything and you go back to the beginning of the game to do it all again — but this time with only your first stage.

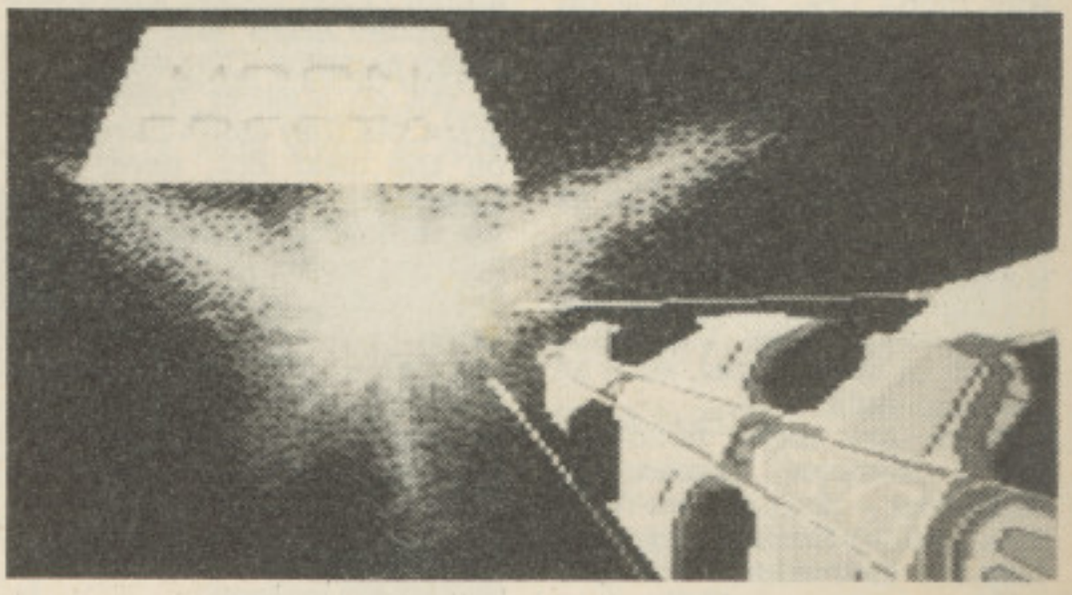
So that's the gist of the game. An excellent zappit game, needing only the sketchiest of tactics. Hand/eye co-ordination is all with a quick trigger finger being the difference between success and oblivion. **M.R.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Bright Star



Title:	**Turbo Esprit**
Computer:	**Amstrad**
Supplier:	**Durrell**
Price:	**£7.95**

This game puts you behind the steering wheel of a Lotus Esprit Turbo, in pursuit of drug runners. You drive down streets that rush towards you in 3D, in a similar manner to the old Sega 'turbo' game.

The main battle plan is to chase after the delivery cars, avoid the hit cars, and eventually get the armoured distribution van.

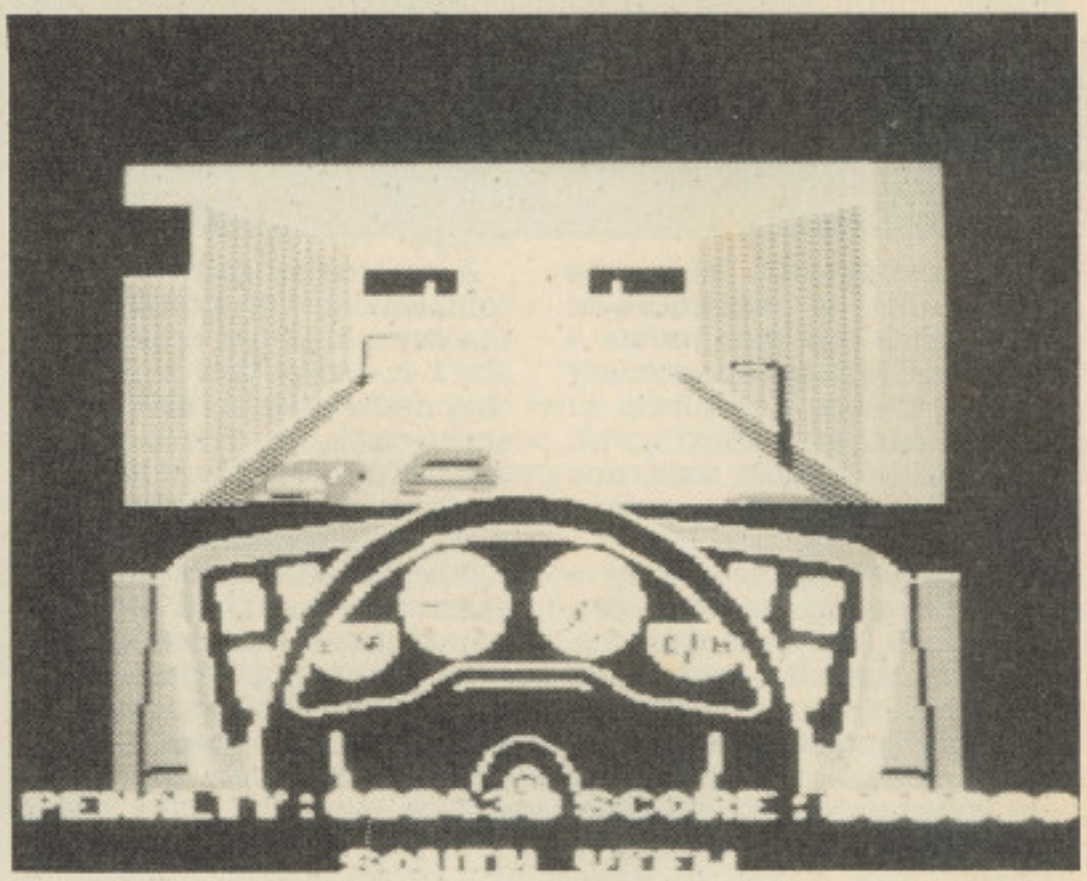
To see what's happening you have a map of the town that you are in, this shows your position as well as the position of the enemy cars, fuel points, and pedestrian crossings.

Once you have spotted your target you can use the map to pursue him. Once you have him you can either shoot him (fairly dangerous — you can crash into the wreckage), or for more points you can take them alive by bumping into them four times. This makes them surrender to the police and yields more points, though the high speed chase through the streets is extremely dangerous.

Occasionally hit cars come onto the screen — these are extremely dangerous and try to shoot you. They can be despatched by the same methods as the drugs cars.

To play, the game is very good. Buildings flash past at incredible speed, petrol stations turn up every now and then. Pedestrians walk along the pavements and cross over the pedestrian crossings. And the other cars do believable things. By this I mean that at traffic lights, the other cars will obey the lights, and turn corners and stop/start as the mood takes them. This is a great advance over most road games where you don't get this type of realism.

Even if you find yourself stalled and across the opposite side of the road, if any oncoming cars have room to slow down and stop they will. Rather than just smashing into you as any other game with less thought put into it would.



Driving the car is an acquired art. Turning corners, down tight streets is worst, lamp posts always seem to get in the way!

I think that this game is excellent. It is as near to a computerised cop car chase game as is possible. Owning a fairly fast car myself, this is one game I can really appreciate. **M.R.**

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Red Giant

Title:	**Tau Ceti — The Special Edition**
Computer:	**Amstrad Disk**
Supplier:	**CRL**
Price:	**£19.95**

Tau Ceti is an excellent game, one of the best ever written — certainly the best for the Amstrad. Luckily CRL gave me my original copy of Tau Ceti on disk, but every one else has to suffer the indignities of tape. Why didn't CRL release it on disk? Here's the answer, the disk version of the game is more than twice as big (there's only 4K left free on the disk), with a huge amount of added extras.

The planet is about twice as big. Most cities also have outposts, that can be got to with portable jump units. There are more objects, like the extra shields in the original, such as the jump units.

There are more buildings, robot factories (excessively dangerous — don't go near them for a minute). Homing targetters help the fortresses aim at you (and are extremely difficult to shake off). Plus masses of other buildings and surface features like erupting volcanoes.

Some of the extra buildings have uses — the libraries give you access to the galactic data bank and time vaults. The time vaults have the extra equipment in them and the library computer gives you masses of cross indexed information about all the facets of life on the planet and the things that you will find there. There is also a list of the belligerent objects that you will find on the planet, along with their various strengths and weaknesses.

Also on the disk in a Fractal demo program from the same author (Peter Cooke) this is just an added extra and produces pretty patterns. They were going to put on another freebie program, but they didn't have room on the disk! But, never fear. Computer Gamer comes to the rescue and this extra program will be printed as a listing in a forthcoming issue of the magazine.

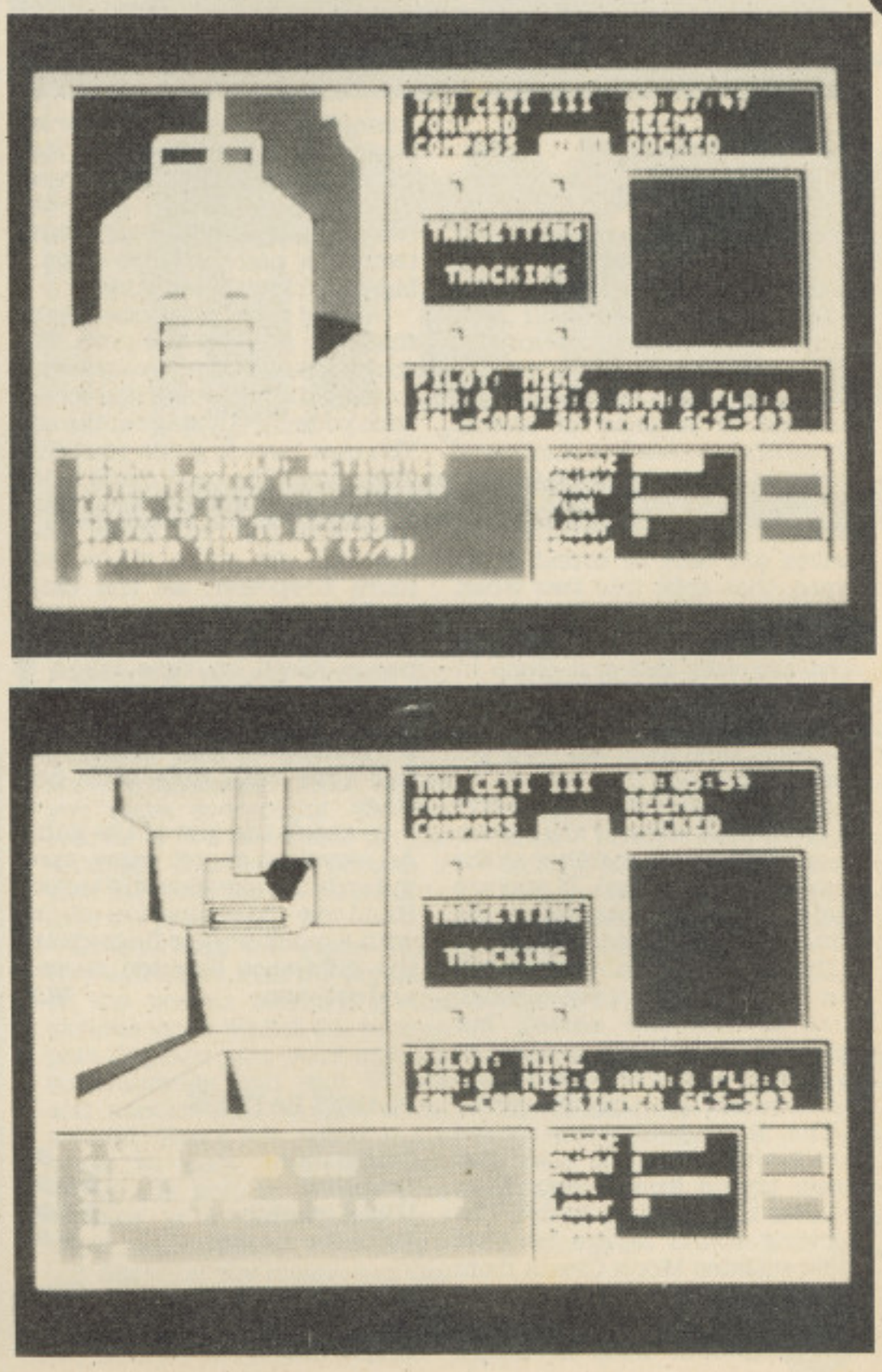
On the whole, if Tau Ceti is an excellent game, then Tau Ceti — The Special Edition is an incredible game. No Amstrad disk owner should be without it! **M.R.**

PLANET RATINGS

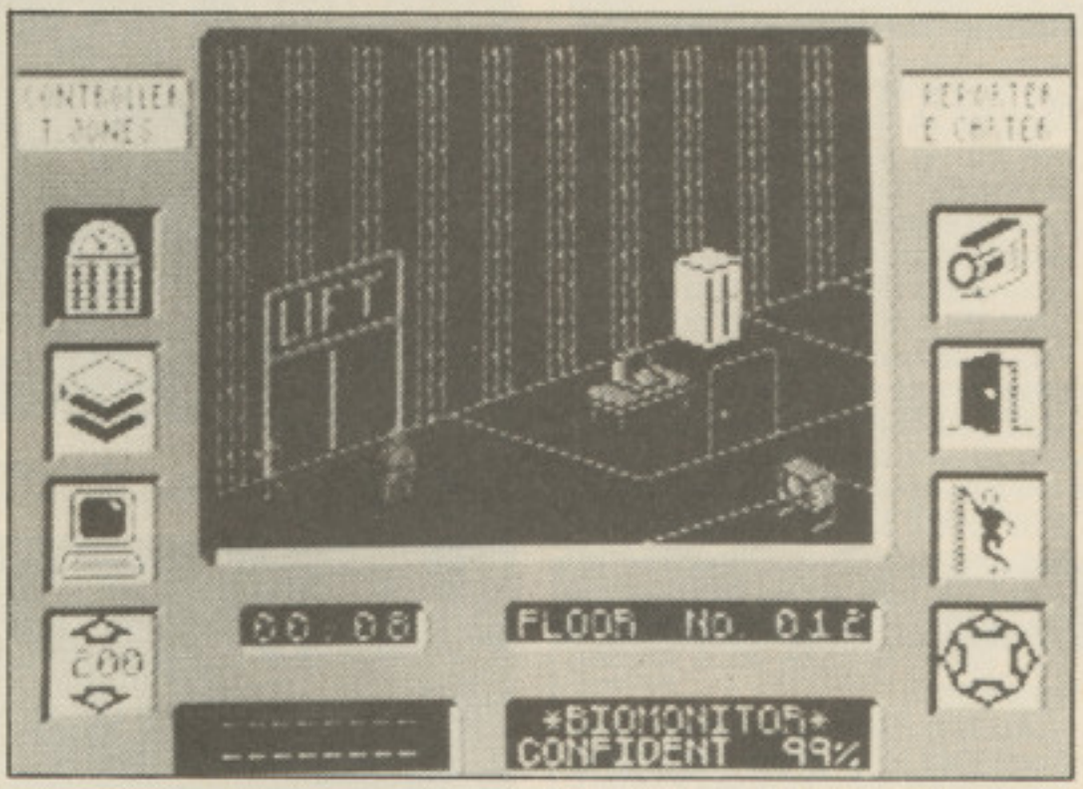
Originality
Graphics
Use of machine
Value for money

STAR RATING

Supernova



Title:	**Max Headroom**
Computer:	**Spectrum**
Supplier:	**Quicksilva**
Price:	**£9.95**



This game is a spin-off from the highly popular Channel 4 TV character. The game is based around the pilot for the series, set in a futuristic world where television is king — and ratings are the be-all and end-all of everything, Channel switching is to be avoided at all costs. Channel 23 has developed 'blipverts', adverts so short that you don't have enough time to switch channels between programmes.

However, there is a problem. Blipverts make a certain sector of the population (the most slovenly and lazy — i.e. the perfect 24 hour a day TV viewer) explode! Eddison Carter (presenter of Channel 23's 'What I Want to Know Show') is on the trail of the Blipvert problem and is trying to find the truth behind it.

The game is taken from the section in the film where he is travelling through Channel 23's head office block. His controller is using a computer model of the building to direct him through the various passageways and security systems. You play the part of Eddison Carter's controller, trying to get to the root of the Blipvert problem.

The game is presented in 3D wire graphics (like in the film) and is icon controlled (almost like in the film). Items in each room are also shown along with the cameras, doors, and the all important lift shaft.

Objects can be acquired and security systems breached. Also, the two bully boys hired by the company to stop you need sorting out.

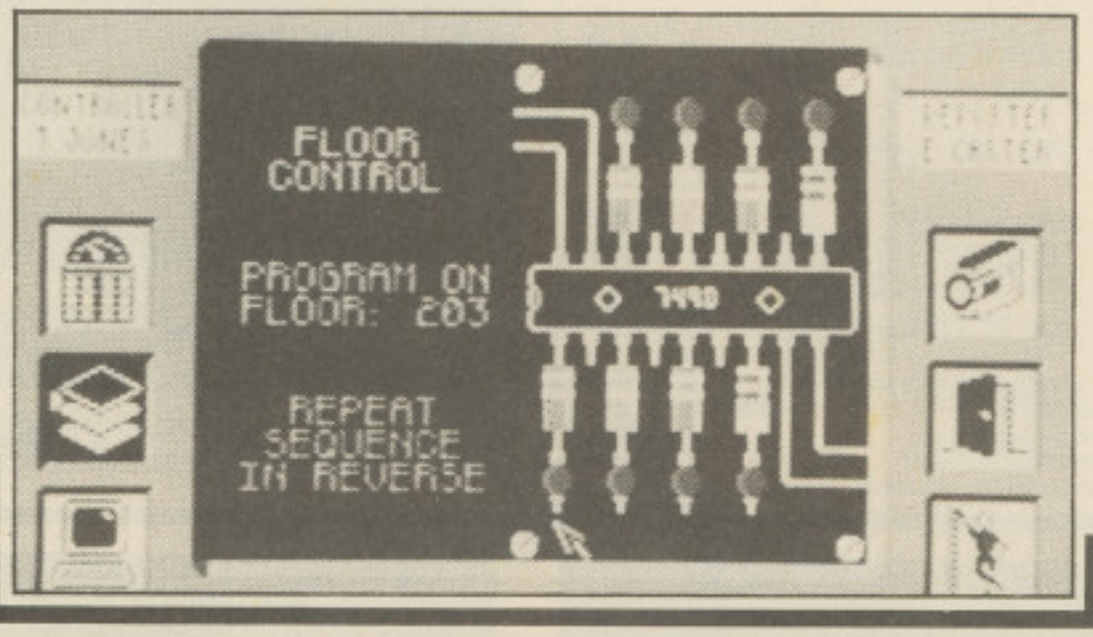
Overall the game is very well put together, with plenty of Maxish touches. The graphics are reasonable and stick to the plot rather than attempting to be clever. The control using the icons could do with being a bit easier to use. **M.R.**

PLANET RATINGS

Originality	
Graphics	
Use of machine	
Value for money	

STAR RATING

Bright Star



Title:	**Kirel**
Computer:	**Spectrum**
Supplier:	**Addictive Games**
Price:	**£8.95**

Ever since Ultimate brought out Knight Lore, there has been a whole series of lookalike clones and it takes something fairly original to make a new game stand out from the rest. Such a game is Addictive's latest release, Kirel.

Kirel is a cute frog-like character who must defuse a certain number of bombs on each of the 70 screens before he can move on to the next one. Achieving this is done by picking up and moving bricks around the screen in order to reach the bombs. A considerable amount of strategy is involved here and you are well advised to halt everything whilst you plan your course of action. The problem is that you only have a certain amount of time available in which to achieve your objective. This is depicted by a fuse attached to each room which slowly burns down.

There are, of course, many other problems to hinder you on your mission. Not least of these are the monsters that are roaming all over the place. These attempt to jump on your back and so sap your energy. You can kill them by walking over them providing that you have a piece of cake! These are to be found lying about the place together with bags of sweets which restore your energy, arrows that are needed for building bridges, balls that gain you extra time, cubes for destroying blocks and transporters.

Kirel can only jump up one block at a time. He can also only carry a single brick so you need to plan very carefully where you pick them up from. It is all too easy to cut yourself off from areas that you need to access later on. Quite frequently you wander round the screen with no idea of what you are doing. This is partly because the exit to a screen doesn't appear on some screens, you are working blind — eg. you may have fallen down a hole that you have created (see level 3). In these situations, you can always press the space bar which peels away the bricks, locating Kirel for you.

The graphics are clear and well drawn although it takes some time to get used to the 3D effects. You can change the perspective of each room at any time, very useful and necessary when you disappear behind a huge pile of bricks. There is also a training mode that allows you to practise the first three screens with no time limit.

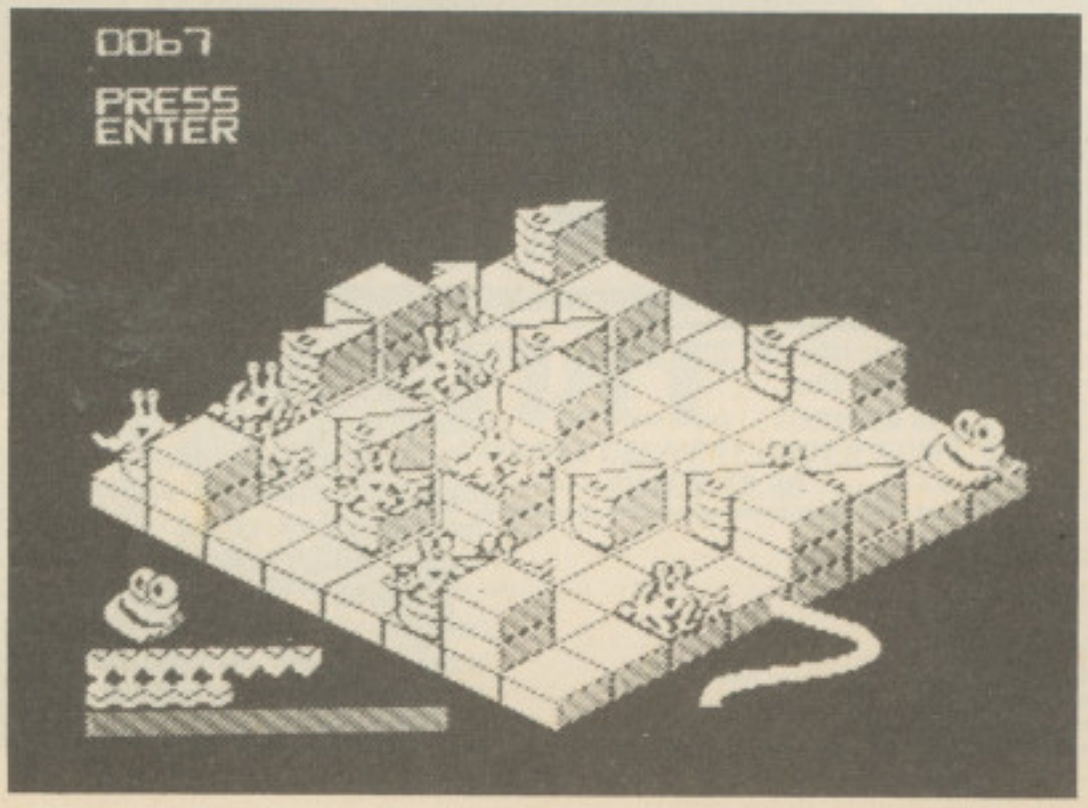
This is an original game, made noteworthy by the amount of thought that you have to put into it. So much better than the usual sort of wander round and collect the items variant. It would have been nice to have user definable keys and I wasn't too keen on the method chosen for changing perspective (90 degrees left and right and 180 degrees rotation — it is easier to have four keys for the different viewpoints) but these minor grumbles apart, I can thoroughly recommend Kirel. **G.H.**

PLANET RATINGS

Originality	
Graphics	
Use of machine	
Value for money	

STAR RATING

Nova



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Title:	**Slam Ball**
Computer:	**C64**
Supplier:	**Americana (US Gold)**
Price:	**£2.95**

Slam Ball is the first of US Gold's Americana budget range of games and is a high speed pinball game.

The pinball table itself is four scrolling screens worth of bumpers, flippers and targets. It is the targets that hold the key to the game.

There are 37 targets at the start of the game and should you manage to hit all of them within the five ball game then you proceed to the next level and get another five balls.

Clearing groups of targets also produces two floating bumpers that burst on contact with anything else. If you're quick enough and manage to hit one before it bursts you manage to advance your score multiplier from 1× up to 4× anything you score. Unfortunately, if you hit another floating bumper when you already have a 4× bonus, the bonus resets back to 1×.

The resulting game is a frantic effort to flip at anything that moves (usually the ball travelling at high speed) at the targets. This isn't easy as you've actually got four sets of flippers that you control at once as the display scrolls up and down the table. However the scroll follows the ball instead of your flippers which often means you have to time a flip before you can see the flippers involved! The action is accompanied by an entertaining assortment of bleeps and tunes that, although distracting, seem a vital part of the game.

When you've completed all four levels and are tired of beating your high score you can make things more difficult for yourself by changing it to a three ball game or take on a human opponent.

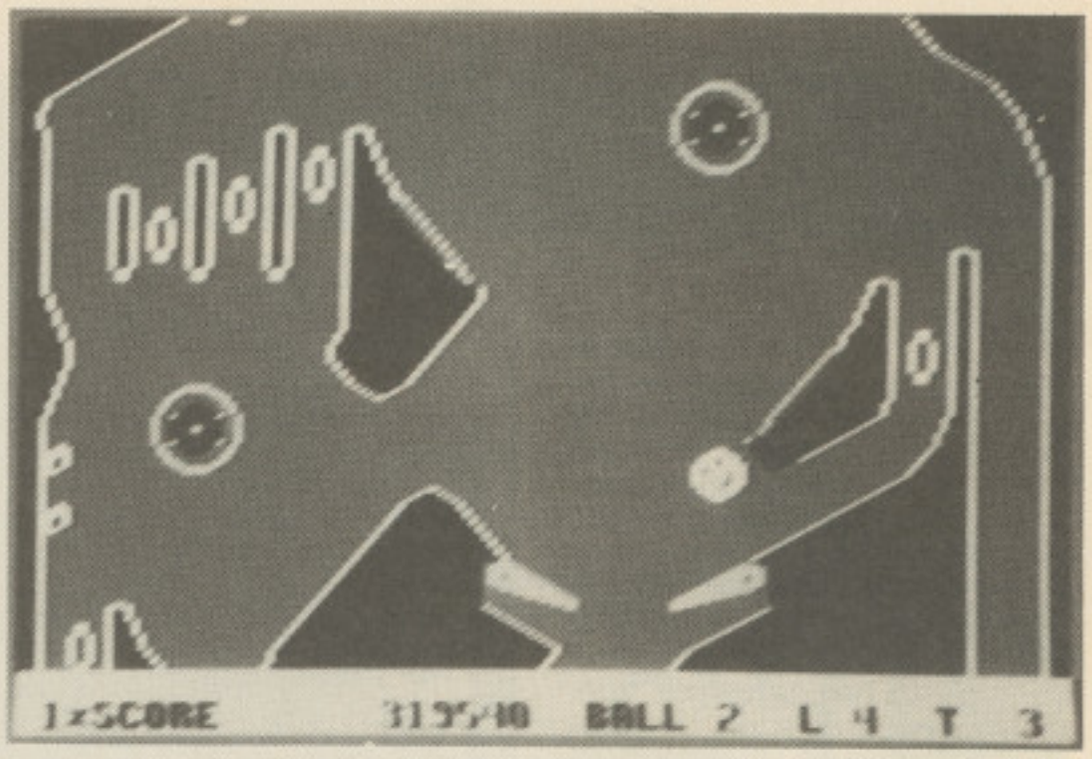
All things considered, I found Slam Ball to be great fun to play but I can't help thinking that a computer pinball game should have a lot more in it. **T.H.**

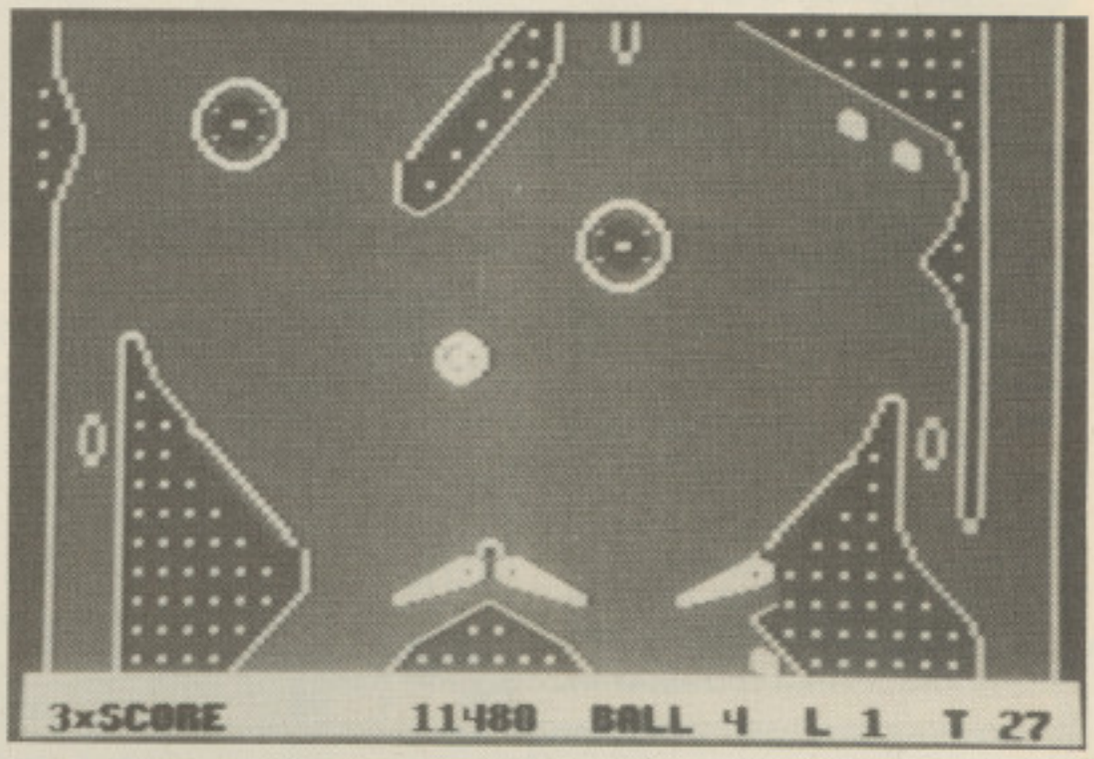
PLANET RATINGS

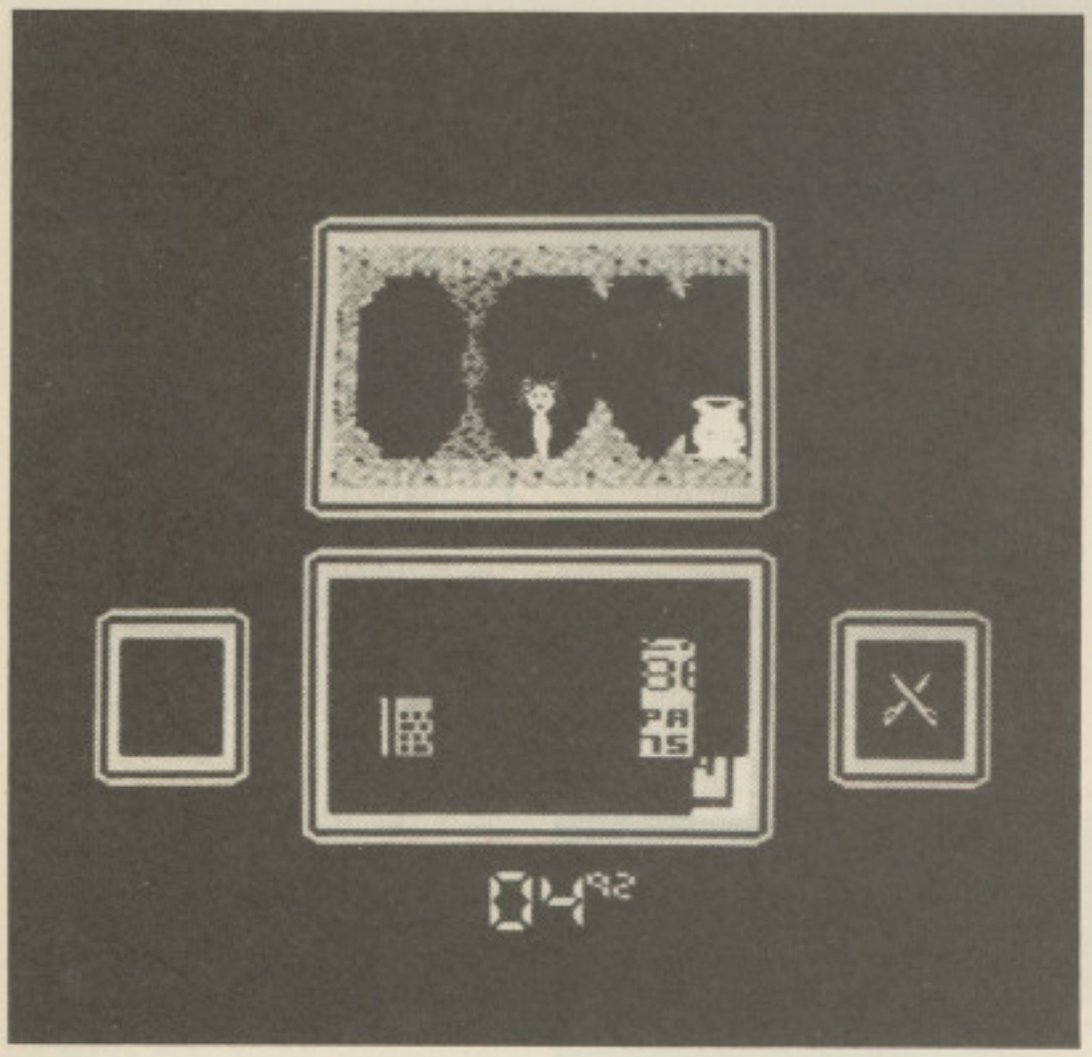
Originality	●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●●●

STAR RATING

Bright Star







Title:	**Hocus Focus**
Computer:	**C64/Spectrum**
Supplier:	**Quicksilva**
Price:	**£8.95**

The Daily Shocker needs a photographer to cover a big scoop and since the usual man is out on another assignment you are sent in his place.

That is how our hero, Jeremy the punk Yop at the Daily Shocker, was sent down to Hyde Park to photograph a Mad Professor's inventions.

Unfortunately all of the inventions are hidden in pieces somewhere in a deep cave system. To makes things worse the caves are guarded by the professor's mutants who don't actually kill you, instead they steal your film and blunt your sword (if you've managed to find one).

Holes in the ground lead to deeper levels in the search for more pieces but everytime you get caught by a mutant you have to return to the surface to get a new film.

Incidentally the caves are also highly radioactive and so you can't stay down too long or you'll begin to glow and finally mutate.

The game is icon driven with commands to look in an object, take a picture, attack, move and pick up objects. Once you return to the surface with some pictures you then must place them in the right position on the picture grid that gradually builds up the photograph of the invention. You don't have to solve the puzzle just put them on the grid.

Unfortunately, the action takes place in an extremely small window display, surrounded by a sea of black which makes it hard to follow.

You need to collect 20 pictures to form each invention. As there are 16 inventions to collect altogether this is no easy task particularly as one mutant can steal a film (up to 16 pics) just as you're on the way out.

I managed to complete one invention before I had had enough. I think you'll agree.

PLANET RATINGS

Originality	●●●●
Graphics	●●
Use of machine	●●
Value for money	●●

STAR RATING

White Dwarf

66

time patterns

StarGlobe Three

StarGlobe, the leading Space Flight Play By Mail Game. Running continuously for nearly three years this is the most advanced UK Science Fiction Game. In StarGlobe you become the captain of a mighty starship sent on a daunting task by the Lord of Monde, autocratic ruler of a starsystem set in the centre of vast three dimensional globe of 2000 stars. You are commanded to establish a communication array on the surface of the globe and to deal with rebel starships, lost colonies and alien life forms. Most stars have planets for you to conquer and explore and rebel starships wait to challenge or ally with you.

All of the vast amount of data that supports the three games of StarGlobe now running is held on our computers, thus enabling us to run the game in a friendly and interactive way. No fixed deadlines and a steady rate of moves enables you to play as hard or as in as leisurely a way as you please. Starter pack is £2 including the launch of your starship. Regular turns £1.90. No hidden extras.

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1. Maze Eater	11. Evasive Action	21. Backgammon	31. Dragons Maze	41. Day at the Races
2. Cyclons	12. Noughts and Crosses	22. Solit	32. Intruder	42. Lunar Landing
3. Handicap Golf	13. The King's Orb	23. Yahtzee	33. Inferno	43. Space Mission
4. Rush Hour Attack	14. Play Your Cards Right	24. Three Cardbrag	34. Ghosts	44. Rats
5. Royal Rescue	15. Creepy Crawley	25. Trucking	35. Fantasy Land	45. Motorway
6. Star Trek	16. Hangman	26. Rally 3000	36. Space Base	46. Dungeon Adventure
7. Whirly	17. Pontoon Bet	27. Sitting Target	37. Planets	47. Space Pod Rescue
8. Attacker	18. Fireman Rescue	28. Nemesis	38. Hopping Herbert	48. High Rise
9. Fighter Command	19. 3DMaze	29. Space Ship	39. Dynamite	49. Craps
10. Draughts	20. Colony 9	30. Jet Flight	40. Timebomb	50. Exchange

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'Incredibly frustrating!' - that's the verdict on Cassette 50's FROGGER. Satisfied users tell us it's one of the most challenging you'll find - it's almost as good as the arcade version! CARGO has you trying desperately to complete your helicopter mission under attack. Plus 48 other tactical, logical and adventure games featuring multi-coloured and user-defined graphics, scrolling and full use of the Spectrum sound capabilities.

1. Muncher	11. Lunar Landing	21. Ten Pins	31. Orbit	41. Sketch Pad
2. Ski Jump	12. Maze Eater	22. Cars	32. Munch	42. Blitz
3. Basketball	13. Microtrap	23. Stomper	33. Bowls	43. Fishing Mission
4. Frogger	14. Motorway	24. Pinball	34. Raiders	44. Mystical Diamonds
5. Breakout	15. Labyrinth	25. Cavern	35. Field	45. Galaxy Defence
6. Crusher	16. Skittles	26. Laser	36. Draggold	46. Cypher
7. Starlink	17. Race Track	27. Alien	37. Space Search	47. Jetmobile
8. Martian Knockout	18. Ski Run	28. Cargo	38. Inferno	48. Barrel Jump
9. Boggles	19. Tanks	29. The Race	39. Nim	49. Attacker
10. Alien Attack	20. Solar Ship	30. The Skull	40. Voyager	50. Space Mission

Commodore 64

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1. Maze Eater	11. Evasive Action	21. Force Field	31. Phaser	41. Derby Dash
2. Galactic Attack	12. Noughts & Crosses	22. Nim	32. Intruder	42. Space Search
3. Space Mission	13. Boggles	23. Tunnel Escape	33. Inferno	43. Universe
4. Lunar Landing	14. Pontoon	24. Barrel Jump	34. Ghosts	44. Rats
5. Plasma Bolt	15. Ski Jump	25. Cannonball Battle	35. Submarines	45. Tanker
6. Starlink	16. Hangman	26. Overtake	36. Rocket Launch	46. Parachute
7. Radar Landing	17. Old Bones	27. Sitting Target	37. Planets	47. Jet Mobile
8. Attacker	18. Thin Ice	28. Smash the Window	38. Black Hole	48. High Rise
9. Galactic Dog Fight	19. Orbitter	29. Space Ship	39. Dynamite	49. The Force
10. Psion Attack	20. Motorway	30. Jet Flight	40. Do Your Sums	50. Exchange

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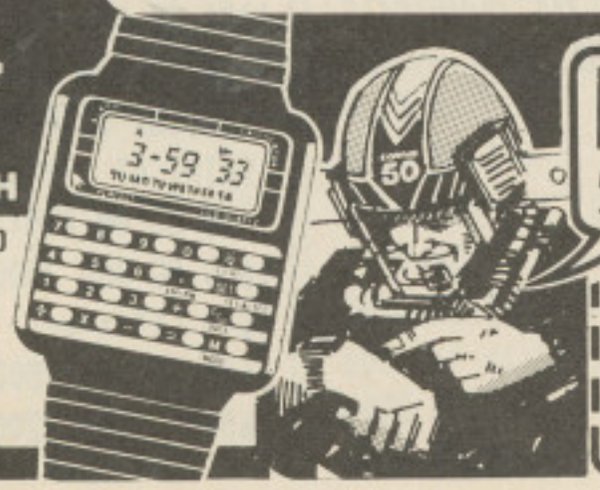

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BERTIE BISHOP

by Robert Pilkington

The devil has grasped you and taken you away from your parish and into a prison along with yucky apples, batty beetles, and a bloodthristy vampire!

(His hand is by the side of the screen ready to knock off one of your 'short-lived' lives. Bertie has a friend who will enter one and clear some apples while the 'A Team' music is played. (Well he is a kind of BA. Very useful in rooms 4 and 5).

The game slows down later on as the computer has more to put on the screen. this doesn't matter because you'll have to think harder later anyway. You carry pineapples to aid yourself against the beetles. You will need ultimate speed to draw them from your pocket in time.' You can't stop in this game or you will lose a life.

You have three lives and I think that after a lot of work you'll be able to reach the end. Detailed instructions are included in the listing. Save the game be getting to the end of the prog. (Typing 9999 then pressing ENTER will do this for you). Now type SAVE "BISHOP" LINE 1 and press ENTER. Remember to VERIFY your SAVE. Good luck and remember keying it in bit by bit is easiest...

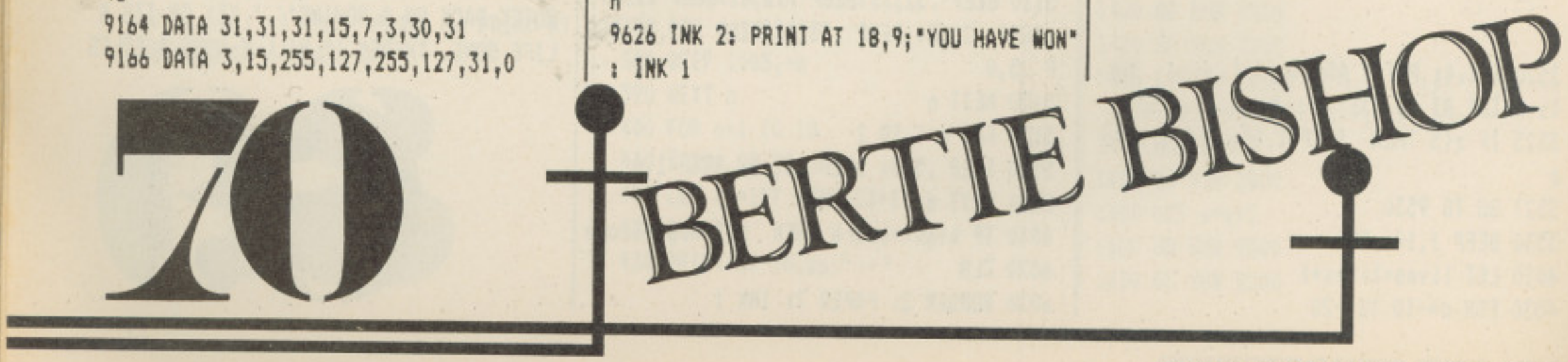
```
  1 POKE 23658,8
  5 LET high=0
  6 LET call=0
  7 PRINT AT 10,9; INK 4;"BERTIE BISHOP
"
  9 LET p$="  "
  10 DIM E(24): DIM B(24): DIM G(45): DI
M L(45): GO SUB 9000
  15 BORDER 7: PAPER 7
  20 BRIGHT 1
  25 CLS
  40 GO SUB 8500
  50 FOR n=1 TO 10: BEEP .05,(-20-n): NE
XT n
  51 LET lives=0
  53 LET score=0
  54 LET cross=0
  55 FOR z=1 TO 5
  56 LET x=2: LET y=2
  57 PAPER 7
  58 BORDER 0
  59 LET go=INT (RND*16+5)
  60 BRIGHT 1
  62 IF z<>3 THEN  LET vamp=0
  63 LET out=0
  64 LET under=0
  65 CLS
  66 INK 0: PRINT AT 0,26;"  THE ": PRIN
T AT 1,26;"DEVIL!": INK 4
  67 IF call>=1 THEN  FLASH 1: PRINT AT
5,26;"CALLED": FLASH 0
  70 PRINT AT 2,26; INK 2;"  "; INK 4;"
ROOM"; INK 2;"  ": PRINT AT 3,28;z: PRI
NT A
T 4,26; INK 2;"  "; INK 4;"CALL"; INK 2
;"  ": IF call=0 THEN  FLASH 1: PRINT A
T 5,
27;"OKAY": FLASH 0
  80 BRIGHT 1: INK 0: PRINT AT 8,26;"SCO
RE"
  100 FLASH 1: INK 3: PRINT AT 10,27;"HIG
H": FLASH 0
  120 INK 0: PRINT AT 12,26;"LIVES"
  130 INK 4
  140 PRINT AT 13,26;"  
                    ": IF
  lives=1 THEN  P
RINT AT 13,26;"  ": PRINT AT 14,26;"  "
  145 IF lives=2 THEN  PRINT AT 13,26;"
  ": PRINT AT 14,26;"    "
  150 INK 3: PRINT AT 16,26;"
                              
                    
                    
                    
"
  155 FOR g=1 TO 2
  156 IF g=1 THEN  LET ac=0
  157 IF g=2 THEN  LET ac=24
  160 FOR n=0 TO 21
  170 LET ran=INT (RND*2)
  180 INK 2: IF ran=0 THEN  PRINT AT n,ac
;"  "
  190 IF ran=1 THEN  PRINT AT n,ac;"  "
  195 BEEP .05,n*2
  200 NEXT n
  210 NEXT g
  220 FOR n=0 TO 24
  230 LET ran=INT (RND*2)
  240 IF ran=1 THEN  PRINT AT 0,n;"  "
  250 IF ran=0 THEN  PRINT AT 0,n;"  "
  260 BEEP .05,n/2
  270 NEXT n
  300 FOR n=0 TO 20
  310 LET ran=INT (RND*2)
  320 IF ran=0 THEN  PRINT AT 21,n;"  "
  330 IF ran=1 THEN  PRINT AT 21,n;"  "
  340 BEEP .05,0
  350 NEXT n
  360 INK 6: PRINT AT 21,21;"  "
  370 FOR n=1 TO 20
  380 BEEP .005,-n
  390 NEXT n
  400 FOR n=1 TO 10
  410 BEEP .01,20+n
  420 LET ap=INT (RND*22+1)
  425 INK 2
  430 PRINT AT 10,ap;"  "
  440 NEXT n
  500 INK 1
  501 PRINT AT 9,27;score
  502 PRINT AT 11,27;high
  601 INK 4: PRINT AT x,y;"  ": INK 1:
  PRINT AT x+1,y;p$
  602 IF z<=2 THEN  INK 1: FOR n=1 TO 3:
LET p=INT (RND*17+2): PRINT AT a(n),p;"
  ": NEXT n
  603 IF z>2 AND z<5 THEN  INK 3: FOR n=1
  TO 4: LET p=INT (RND*17+2): PRINT AT h(
n),p;"  ": NEXT n
  604 IF z>4 THEN  INK 1: FOR n=1 TO 5: L
ET p=INT (RND*17+2): PRINT AT w(n),p;"
  
": NEXT n
  615 IF z=2 THEN  GO SUB 3000
  616 IF z=3 THEN  GO SUB 3040
  620 LET z$=INKEY$
  630 IF z$="Q" AND ATTR (x,y-1)<>122 OR
z$="Q" AND ATTR (x+1,y-1)<>122 THEN  GO
TO 1000
  640 IF z$="E" AND ATTR (x,y+2)<>122 OR
z$="E" AND ATTR (x+1,y+2)<>122 THEN  GO
TO 1200
  650 IF z$="P" AND ATTR (x-1,y)<>122 OR
z$="P" AND ATTR (x-1,y+1)<>122 THEN  GO
TO 1400
  660 IF z$="L" AND ATTR (x+2,y)<>122 OR
z$="L" AND ATTR (x+2,y+1)<>122 THEN  GO
TO 1600
  665 IF z$="C" THEN  GO TO 9900
  670 GO TO 4000
1000 GO SUB 2000
1010 LET y=y-1
1020 GO SUB 9500
1030 GO SUB 2200
1035 INK 4: PRINT AT x,y;"  ": INK 1:
 PRINT AT x+1,y;"  ": LET p$="  "
1040 GO TO 499
1200 GO SUB 2000
1210 LET y=y+1
1220 GO SUB 9500
1230 GO SUB 2200
1235: INK 4: PRINT AT x,y;"  ": INK 1
: PRINT AT x+1,y;"  ": LET p$="  "
1240 GO TO 499
1400 GO SUB 2000
1410 LET x=x-1
1420 GO SUB 9500
1430 GO SUB 2200
1435 INK 3: PRINT AT x,y;"  ": INK 1:
 PRINT AT x+1,y;"  ": LET p$="  "
1440 GO TO 499
1600 GO SUB 2000
1610 LET x=x+1
1620 GO SUB 9500
1630 GO SUB 2200
```

```
1635 INK 4: PRINT AT x,y;"AB": INK 1:
 PRINT AT x+1,y;"CD": LET p$="CD"
1640 GO TO 499
2000 PRINT A x,y;"  ": PRINT AT x+1,y;"
 "
2010 RETURN
2210 FOR n=1 TO (z*3)
2220 LET xe=INT (RND*20+1)
2230 LET ye=INT (RND*23+1)
2240 IF xe=x AND ye=y THEN  GO TO 2220
2255 INK 2: PRINT AT xe,ye;"E"
2260 NEXT n
2261 LET go=INT (RND*12+7)
2265 LET score=score+2
2266 IF z<=2 AND go=x THEN  GO SUB 9980
2270 RETURN
3000 INK 1: IF cross=0 THEN  PRINT AT 10
,24;"J"
3010 IF x=10 AND y+2=24 THEN  LET cross=
cross+1: BEEP .25,10
3020 IF cross>=1 THEN  INK 2: PRINT AT 1
0,24;"G"
3030 RETURN
3040 IF vamp=1 THEN  RETURN
3045 IF y<2 THEN  RETURN
3046 IF x<6 THEN  RETURN
3047 IF y>22 THEN  RETURN
3050 LET vam=INT (RND*15)
3060 IF vam=5 THEN  GO TO 3080
3070 RETURN
3080 INK 3: PRINT AT x-3,y;"H": INK 0:
 PRINT AT x-2,y-1;"J  I": INK 2: PRIN
T AT x
-1,y;"G"
3090 LET vamp=1
3100 BEEP .25,-10: IF cross>=1 THEN  GO
TO 3200
3110 FOR n=1 TO 10: BEEP .5,-n: NEXT n
3120 LET vamp=1: GO TO 4000
3200 INK 1: PRINT AT x-1,y;"J"
3210 FOR n=1 TO 10: BEEP .5,n: NEXT n
3215 BEEP 1,20
3220 PRINT AT x-3,y;" ": PRINT AT x-2,y-
1;"   ": PRINT AT x-1,y;" "
3230 RETURN
3500 CLS : INK 0: PRINT AT 21,0;"
"
3510 INK 2: PRINT AT 16,12;" G G
                G  G
            G  G
        G  G
    G  G
"
3520 INK 4: PRINT AT 19,13;"AB": INK
1: PRINT AT 20,13;"CD"
3525 IF z<5 THEN  BEEP 1,10: CLS : NEXT
z
3527 GO TO 9530
3530 BEEP 1,10: CLS
4010 LET lives=lives+1
4030 FOR n=-10 TO -20
4040 BEEP .5,n
4045 BEEP 1,4: BEEP 1,7
4050 NEXT n
4060 INK 3
4070 LET fin=lives*2
4080 PRINT AT 15,24+fin;"
"
4090 FOR n=-20 TO -25
4100 BEEP .5,n
4110 NEXT n
4120 PRINT AT 14,24+fin;"
"
4130 FOR n=-25 TO -30
4140 BEEP .5,n
4150 NEXT n
4160 INK 4: PRINT AT 13,24+fin;"
"
4170 FOR n=-30 TO -35
4180 BEEP .5,n
4190 NEXT n
4195 BEEP 1,10: BEEP 1,5
4210 INK 3
4220 PRINT AT x+1,y;"K "
4230 BEEP 1,-30
4240 PRINT AT x+1,y;"KK"
4250 BEEP 1,-25
4300 PRINT AT x,y;"K "
4310 BEEP 1,-20
4320 PRINT AT x,y;"KK"
4340 FOR n=1 TO 20
4350 BEEP .001,20+n
4360 NEXT n
4365 IF lives>=3 THEN  GO TO 5000
4370 CLS
4380 GO TO 56
5010 PAPER 2: BORDER 2: INK 7
5020 PRINT AT 9,0
5030 CLS
5035 PRINT AT 10,15;"AB
                CD"
5040 FOR n=1 TO 5
5050 BEEP .2,-10: BEEP .2,-9: BEEP .5,-1
0
5055 NEXT n
5060 PRINT AT 9,15;"F
          GFKFG

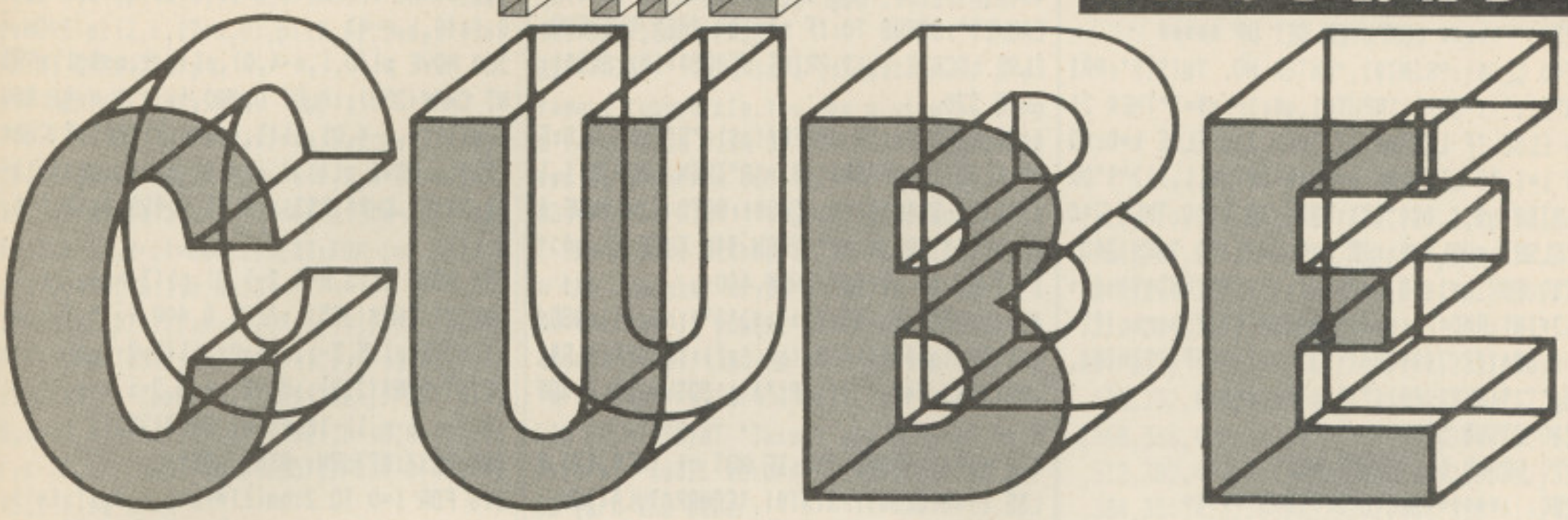

    F                                F
                                    "
5065 FOR n=1 TO 2
5070 BEEP .5,0: BEEP .5,2: BEEP .25,3: B
EEP .25,2: BEEP .5,0
5075 FOR n=1 TO 2
5080 BEEP .5,3: BEEP .5,5: BEEP .5,7
5090 NEXT n
5100 FOR n=1 TO 2
5110 BEEP .32,7: BEEP .12,8: BEEP .25,7:
 BEEP .25,5: BEEP .25,3: BEEP .25,2: BEE
P .5,0
5120 NEXT n
5130 FOR n=1 TO 2
5140 BEEP .5,0: BEEP .5,-5: BEEP 1,0
5150 NEXT n
6010 IF high<=score THEN  LET high=score
6020 CLS
6030 BORDER 2: PAPER 7: INK 1
6040 FLASH 1: PRINT AT 10,10;"HIGH SCORE
!": FLASH 0
6050 INPUT "YOUR NAME IS?";n$
6060 IF high=score THEN  LET h$=n$
6070 FLASH 1: INK 4: PRINT AT 15,14;"BY"
: PRINT AT 16,(15-(LEN h$/2));h$
6080 PRINT AT 18,11;"YOUR SCORE": PRINT
AT 19,14;score
6100 FLASH 0: PRINT AT 21,9;"PRESS A KEY
": PAUSE 0
6110 LET score=0: LET lives=0
6115 LET call=0
6120 GO TO 50
8500 PAUSE 100: PAPER 6:
8505 CLS
8510 BRIGHT 1: INK 1: PRINT AT 1,0;" YOU
 ARE BERTIE-YOUR MISSION IS"'" TO ESCAP
E THE PRISON THE EVIL"'" DEVIL HAS PUT
YOU IN. "'" THE DOOR IS OPEN BUT AVOID"
'" HITTING WALLS OR HITTING 2 "'" POIS
ON APPLES AT ONCE (WHICH"'" POP UP ON E
VERY MOVE!) "'" YOU CAN SPLAT POISON AP
PLES IF "'" YOU ONLY HIT ONE AT A TIME"
'" DON'T STOP OR YOU WILL DIE. "'" WHE
N YOU LOSE A LIFE WATCH THE "'" DEVILS
HAND (AT THE BOTTOM  "'" RIGT OF SCREEN
) AND THEN SEE"'" YOURSELF BURN UP! GO
UNDER THE"'" ARCHWAYS INTO THE 5 ROOMS
 "'" AND OUT OF THEM TO WIN."
8511 PRINT
8513 PRINT " THERE IS ONE THING THAT CAN
 "'" HELP YOU! MICHAEL MONK. WHEN "'"
YOU PRESS 'C' HE WILL FLY JUS"'" BELOW
YOUR FEET AND CLEAR THAT"'" ROW OF APPL
ES!! BUT HE CAN ONLY"'" BE CALLED ON ON
CE. HERE'S A "'" PIECE OF ADVICE SAVE H
IM TILL"'" A LATER SCREEN BECAUSE OF TH
E"'" MUCH GREATER AMOUNT OF "'" APPLES
. ITS EASY TO GET TRAPPED"'" ON 4 & 5!"
8514 PRINT : PRINT " AS YOU HAVE  SECRET
 WEAPON SO"'" HAS THE DEVIL!! BEETLES!!
"'" IN ROOMS 1 & 2 YOU WILL "'" SUDDEN
LY HEAR A BEEP LASTING"'" JUST OVER HAL
F A SECOND. "'" YOU WILL SEE BEETLE AND
 IN THAT"'" TIME YOU MUST PRESS 'M' TO
TAKE"'" FROM YOUR POCKETS A PINEAPLE"'
" (LEFT OVER FROM LAST YEARS "'" HARVES
T FESTIVAL) THAT WILL"'" SPLAT BEETLE A
ND YOU WILL BE"'" SAVED. IF YOU'RE TO S
LOW THEN "'" HE WILL LOSE YOU A LIFE!!"
'" REMEMBER ONCE YOU'VE GOT HIM"'" BE
QUICK BACK ON A MOVING"'" KEY OR ITS A
LIFE GONE. THERE"'" WILL E MORE BEETLES
```

```
 BUT DON'T"'" WORRY THERE ARE MORE PINE
APLES."
8515 PRINT : PRINT " IN ROOM 2 YOU WILL
 SEE A BLUE "'" CROSS. THIS IS TO KILL T
HE "'" VAMPIRE (IF HE COMES) IN"'" ROO
M 3. YOU HAVE A CHOICE "'" TAKE THE CRO
SS AND RISK A "'" BIGGER APPLE BUILD UP
 AND"'" THE CHANCE OF THE BEETLE "'" H
AVING ANOTHER GO AT YOU "'" OR DON'T TA
KE IT AND RISK "'" GETTING KILLED BY TH
E "'" VAMPIRE AS HE DOES NOT ALWAYS"'"
 APPEAR."'" TO GET THE CROSS JUST GO TO
 IT"'" AND WHEN YOU'RE BY ITS WALL"'"
INLINE YOUR HEAD TO IT eg.AB "'" BU
T DO
N'T HIT THE WALL!!"'" YOU ARE PROTECTED
 BY IT THEN"'" AUTOMATICALLY. OTHERWISE
 HE "'" WILL TAKE A LIFE!!"'" IF THE V
AMPIRE DOES APPEAR HE"'" WILL NEVER COM
E AGAIN."'" HE ONLY APPEARS IN ROOM 3"
8519 PRINT : PRINT " THE EVER GROWING BL
UE WALLS "'" STOP APPLES GROWING IN THO
SE"'" ILLEGAL PLACES. YOU CAN GO"'" TH
ROUGH THEM THOUGH. MORE ARE"'" IN THE L
ATER ROOMS. "'" YOU MOVE A BIT SLOWER I
N EACH"'" ROOM"'" MORE APPLES WILL COM
E IN EACH "'" ROOM AND A BONUS OF 100!!
!"'" **PRESS A KEY**"
8520 PAUSE 0: RETURN
9010 FOR I=0 TO 167
9020 READ v
9030 POKE USR "a"+I,v
9035 NEXT I
9050 DATA 1,1,3,3,7,5,5,31
9060 DATA 128,128,192,192,224,160,160,24
8
9070 DATA 95,223,95,15,7,3,14,31
9080 DATA 250,251,250,240,224,192,240,12
0
9090 DATA 24,16,36,126,255,255,126,60
9100 DATA 24,124,255,255,127,126,62,28
9110 DATA 56,60,126,255,255,254,120,56
9120 DATA 24,60,126,153,255,102,102,36
9130 DATA 192,240,255,254,255,254,248,0
9140 DATA 24,24,255,255,24,24,24,24
9150 DATA 24,24,60,102,195,102,126,60
9155 DATA 14,30,51,243,255,62,30,12
9157 DATA 126,255,191,3,3,190,252,128
9158 DATA 0,224,224,224,224,224,96,0
9159 DATA 24,219,189,126,126,126,219,152
9160 DATA 60,90,90,60,24,0,0,0
9161 DATA 0,0,0,82,52,24,108,90
9162 DATA 173,251,86,237,183,106,84,60
9163  DATA 248,248,248,240,224,192,120,2
48
9164 DATA 31,31,31,15,7,3,30,31
9166 DATA 3,15,255,127,255,127,31,0
9168 FOR S=1 TO 24: READ B(S): NEXT S
9169 DATA 7,7,2,7,0,2,-5,2,2,7,2,9,7,5,4
,2,0,2,7,7,2,7,7
9170 FOR Q=1 TO 24: READ E(Q): NEXT Q
9175 DATA 2,1,1,2,4,4,4,8,1,1,2,1,1,2,2,
1,1,2,4,2,1,2,4,4,8
9176 DIM a(3): DIM h(4): DIM w(5)
9177 FOR n=1 TO 3: READ a(n): NEXT n
9178 DATA 5,11,15
9179 FOR n=1 TO 4: READ h(n): NEXT n
9180 DATA 12,4,17,8
9190 FOR n=1 TO 5: READ w(n): NEXT n
9195 DATA 6,18,15,10,3
9196 FOR a=1 TO 45: READ G(a): NEXT a
9197 DATA 7,7,9,6,7,9,11,11,12,11,9,7,9,
7,6,7,7,9,11,12,14,14,14,14,12,11,12,12,
12,12,11,9,11,12,11,9,7,11,12,14,16,12,1
1,9,7
9198 FOR d=1 TO 45: READ L(d): NEXT d
9199 DATA .5,.5,.5,.5,.25,.5,.5,.5,.5,.5
,.25,.5,.5,.5,.5,1,.25,.25,.25,.25,.5,.5
,.5,.5,.25,.5,.5,.5,.5,.5,.25,.5,.5,.25,
.25,.25,.25,.5,.25,.5,.25,.25,.5,.5,1
9200 RETURN
9330 FOR n=1 TO 10: BEEP .05,n: NEXT n
9501 INK 4: PRINT AT x,y;"AB": INK 1:
 PRINT AT x+1,y;p$
9502 INK 6: PRINT AT 20,20;"GFGF"
9505 FOR n=21 TO 23
9506 IF x=19 AND y=n-1 THEN  LET score=s
core+100: INK 1: PRINT AT 11,26;"BONUS "
: PRINT AT 12,24;"  100  ": BEEP 1,5: BE
EP .5,10: BEEP .5,20: BEEP .5,30: PAUSE
50: CLS : PAUSE 50: CLS : GO TO 3500
9510 IF x=20 AND y=n THEN  LET score=sco
re+100: INK 1: PRINT AT 11,26;"BONUS ":
PRINT AT 12,26;" 100": BEEP .25,0: BEEP
.25,2: BEEP .25,4: CLS : PAUSE 50: GO TO
 3500
9520 NEXT n
9527 RETURN
9535 INK 3
9539 CLS
9541 PRINT AT 2,15;"AB
                    CD"

9550 INK 2
9560 PAPER 7
9570 BORDER 1
9580 PRINT AT 0,1
9610 INK 3: PRINT AT 10,8;"YOUR SCORE ";
score
9620 INK 1: FOR n=9 TO 21: PRINT AT 18,2
1;" "
9625 PRINT AT 18,(30-n);" ": BEEP .25,
n
9626 INK 2: PRINT AT 18,9;"YOU HAVE WON"
: INK 1
9627 NEXT n
9640 BEEP .5,0: BEEP .25,0: BEEP .5,5: B
EEP .5,5: BEEP .5,7: BEEP .5,7: BEEP 1,1
2: BEEP .25,9: BEEP 1,5: BEEP .5,9: BEEP
 .25,5: BEEP .5,2: BEEP 1,10: BEEP .5,7:
 BEEP .25,9: BEEP 2,5
9650 GO TO 6000
9910 IF call>=1 THEN  BEEP .5,-10: GO TO
 499
9915 IF x=19 THEN  BEEP .5,-10: GO TO 49
9
9920 FOR n=1 TO 24
9930 INK 2: PRINT AT x+2,22-n;" ": INK
 3: PRINT AT x+2,23-n;"  ": INK 4: PRIN
T AT
 x+2,24-n;"  ": PRINT AT x+2,25-n;" "
9950 BEEP (E(n)/12),B(n): NEXT n
9960 INK 2: PRINT AT x+2,0;"G  ": PRIN
T AT x+2,24;"F"
9965 LET call=call+1
9966 FLASH 1: PRINT AT 5,26;"CALLED": FL
ASH 0
9970 GO TO 499
9980 INK 1: PRINT AT 1,y;"C": INK 0: P
RINT AT 2,y;"F": INK 3: PRINT AT x,y;"
E";
 INK 1: PRINT AT x+1,y;"CD"
9981 BEEP .80,10
9982 IF INKEY$="M" THEN  INK 2: PRINT AT
 x-2,y;"C": INK 4: PRINT AT x-1,y;"R"
: L
ET out=1
9983 BEEP .25,10: PRINT AT 1,y;" ": PRIN
T AT 2,y;" "
9984 FOR n=3 TO x
9985 IF n=(x-3) AND out=1 THEN  GO TO 99
91
9986 INK 1: PRINT AT n,y;" ": PRINT AT n
+1,y;"C": INK 0: PRINT AT n+2,y;"F"
9988 NEXT n
9989 BEEP 1,-3: BEEP .5,-1: BEEP 1,0: BE
EP .5,-1: BEEP 1,-3: GO TO 4000
9992 INK 2: PRINT AT x-4,y;"G": PRINT
AT x-3,y;"F": PRINT AT x-1,y;"R": INK
 4: P
RINT AT X-2,Y;"C": LET score=score+50:
 BEEP .5,7: BEEP .25,7: BEEP .25,7: BEEP
 .
5,7: BEEP .5,5: BEEP .5,7
9994 LET go=INT (RND*16+5): PRINT AT x-1
,Y;" ": PRINT AT x-2,y;" ": PRINT AT x-3
,y;" ": PRINT AT x-4,y;" ": LET out=0: R
ETURN
```



THE AMSTRAD CUBE



by David Muir

A few years ago there was a craze about fiddling with small multi coloured cubes, you may have thankfully forgotten the escapade — but not Computer Gamer.

In an opulent fit of nostalgia, Computer Gamer presents the computer simulation of this hideous torture.

The Cube

This is a computer simulation of the famous cube puzzle. The cube is made up of 27 smaller cubes. The aim of the puzzle is to twist the small cubes around, 9 at a time, to end up with each face of the large cube coloured (completely) a different colour.

The game is best on a colour monitor or colour television with a modulator, because you need to recognise the colours.

You are shown a view of the cube which allows you to see three faces. You are also shown the view of the cube as it would look from the rear if you were holding the cube. (**Not** the view you would see through the cube if it was transparent).

Even experts on the cube may find this a difficult challenge.

To start with, you see the cube solved, There are letters around the sides to show the options for twisting the cube. Capitals twist it one way, small letters the other.

You have an option to start with of setting up a puzzle yourself, or getting the computer to set a random puzzle. In either case, you decide how many twists are to be made to reach the start position (up to 50 twists).

Next you go to the solve stage. You can either ask the computer to solve it or try yourself.

If you try yourself, the computer will allow you up to 100 turns. The computer recognizes a solution when it sees one and will congratulate you if you succeed. While trying to solve the puzzle, you have the option to quit or reset the cube. The latter option resets the cube as it was when you started so that you can either try again or get the computer to solve it.

The Program

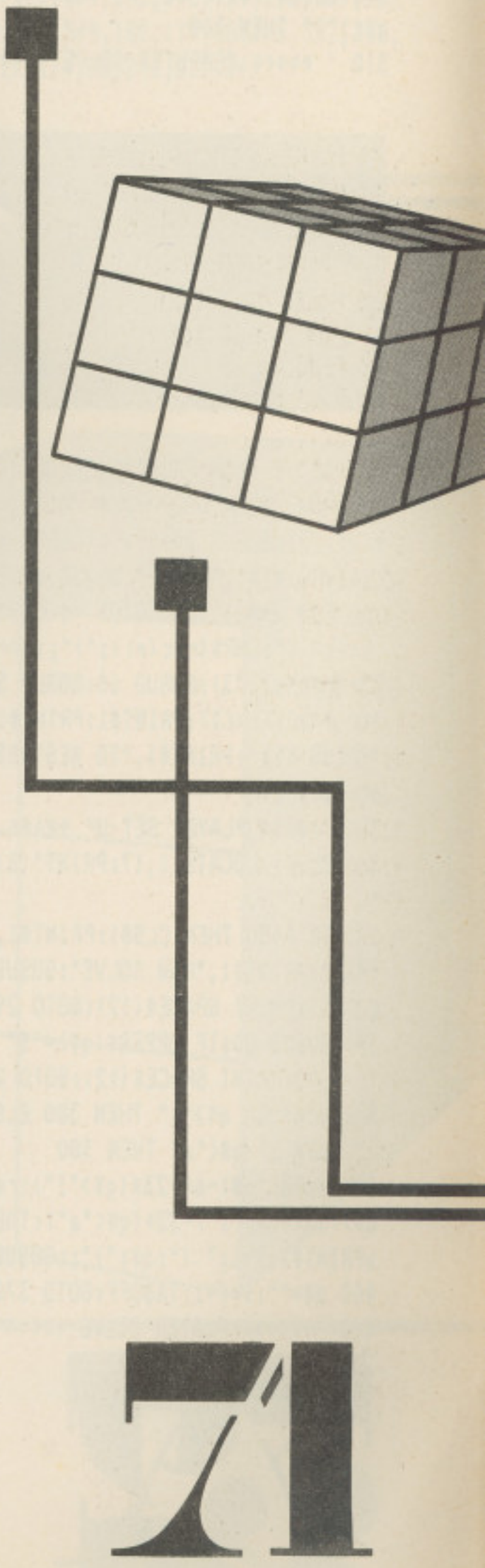
The program works by rotating the elements in the array fa( ) in different ways. The array pl( ) is a fixed array which keeps a record of the locations where elements of the cube are to be printed. The array fa( ) matches this to the colours to be used.

The array rec( ) keeps a record of the **reverse** of each move used to set up a position or move made by the player.

Extensive error-trapping has been used on player input sections.

The longest section of the program is that updating the changes to the array fa( ) and printing the section of the cube that have changed as the result of a twist. When I first wrote the program, this section was far shorter because I pictured the whole cube afresh after each change. But this proved to be too slow in practice.

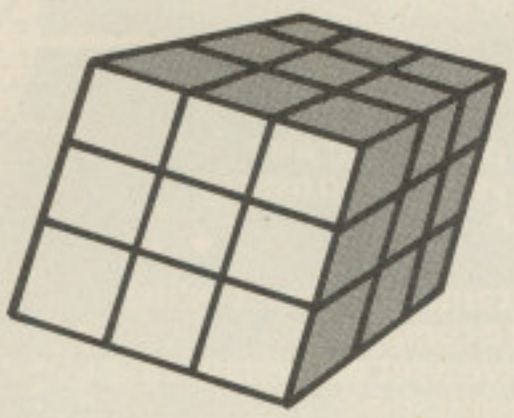
```
10 ' THE CUBE
20 'DAVID MUIR
30 '    1986
40 GOTO 800
50 TAG:ON n GOSUB 530,530,530,570,570,57
0,610,610,610,660,660,660,700,700,700,74
0,740,740:RETURN
60 SOUND 7,400,10,3:WHILE INKEY$="":WEND
:RETURN
70 q$="":WHILE INKEY$<>"":WEND:SOUND 7,4
00,10,3:WHILE q$="":q$=UPPER$(INKEY$):WE
ND:RETURN
80 q$="":WHILE INKEY$<>"":WEND:SOUND 7,4
0,10,3:WHILE q$="":q$=INKEY$:WEND:RETURN
90 ' ***** SET UP *****
100 DEFINT a-z:DEFSTR q
110 MODE 0:BORDER 26:INK 0,26:INK 7,0:PA
PER 0:PEN 1:INK 1,1:INK 2,24:INK 3,7:INK
 4,9:INK 5,15:INK 6,21:CLS:WINDOW#1,1,20
,20,25:PAPER#1,0:PEN#1,7:CLS#1
120 SYMBOL 255,24,60,126,255,255,126,60,
24:SYMBOL 254,0,0,32,48,56,60,60,60:SYMB
OL 253,60,60,60,60,28,12,4,0:SYMBOL 252,
0,0,4,12,28,60,60,60:SYMBOL 251,60,60,60
,60,56,48,32,0
130 DIM fa(5,2,2),pl(5,2,2,2),rec(150),h
o(2)
140 FOR i=0 TO 5:FOR j=0 TO 2:FOR k=0 TO
 2:fa(i,j,k)=i+1:NEXT:NEXT:NEXT
150 RESTORE 870:FOR i=0 TO 5:FOR j=0 TO
2:FOR k=0 TO 2:FOR l=0 TO 1:READ pl(i,j,
k,l):NEXT:NEXT:NEXT:NEXT
160 TAG:FOR i=0 TO 5:FOR j=0 TO 2:FOR k=
0 TO 2:PLOT 0,400,fa(i,j,k):FOR l=0 TO 1
:MOVE pl(i,j,k,0),pl(i,j,k,1):PRINT CHR$
(255+(i=1 OR i=4)+3*(i=2 OR i=5));:MOVE
pl(i,j,k,0),pl(i,j,k,1)-16
170 IF i=1 OR i=4 THEN PRINT CHR$(253);:
ELSE IF i=2 OR i=5 THEN PRINT CHR$(251);
180 NEXT:NEXT:NEXT:NEXT:TAGOFF:LOCATE 12
,1:PRINT "(BACK)"
190 TAG:PLOT 0,0,7:FOR j=0 TO 8:FOR i=0
TO 1:READ x,y:MOVE x,y:PRINT CHR$(65+j-3
2*(i=1));:NEXT:NEXT:TAGOFF
200 ' ***** SET UP OPTIONS *****
210 q$="":f=0:CLS#1:PRINT#1,"PLAYER SET
```



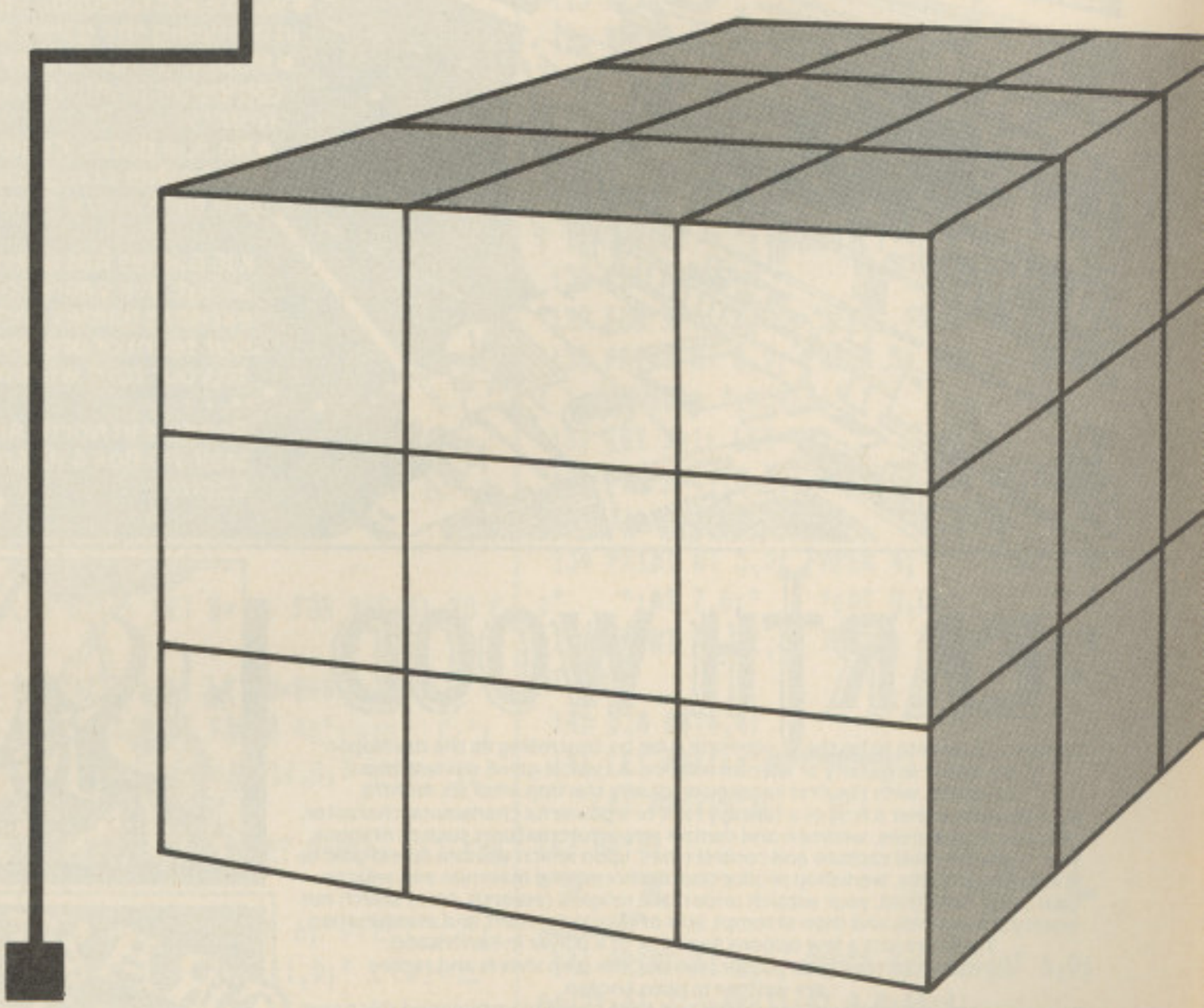
```
UP (P)":PRINT#1,"OR COMPUTER   (C) ?"
220 GOSUB 70:IF q$="P" THEN 360 ELSE IF
q$<>"C" THEN 220
230 ' ***** COMPUTER SET UP *****
240 CLS#1:PRINT#1,"ENTER NO. TWISTS":PRI
NT#1,"(1-50)":INPUT#1,q$:IF q$=""THEN 24
0 ELSE IF LEN(q$)>2 THEN 240:ELSE k=0:FO
R i=1 TO LEN(q$):k=k+(MID$(q$,i,1)>"9"OR
 MID$(q$,i,1)<"0"):NEXT:IF k<>0 THEN 240
 ELSE c=VAL(q$):IF c=0 OR c>50 THEN 240
250 FOR h=1 TO c:CLS#1:ff=INT(RND*9)+65+
32*INT(RND*2):n=ff-64+23*(ff>73):rec(f)=
ff-32*(ff<74)+32*(ff>73):TAGOFF:PRINT#1,
h;" (";CHR$(ff);")";:TAG:f=f+1
260 GOSUB 50
270 GOSUB 60:TAGOFF:NEXT
280 ' ***** SOLVE OPTIONS *****
290 CLS#1:PRINT#1,"COMPUTER SOLVE (C)":P
RINT#1,"OR PLAYER (P) ?"
300 GOSUB 70:IF q$="P" THEN 420 ELSE IF
q$<>"C" THEN 300
310 ' ***** COMPUTER SOLVE *****
320 IF pf THEN PRINT#1,"RESETTING":TAG:F
OR e=f-1 TO w STEP -1:n=rec(e)-64+23*(re
c(e)>73):GOSUB 50:NEXT:TAGOFF:f=w:pf=0:C
LS#1:PRINT#1,"START":GOSUB 60:GOTO 290
330 FOR e=f-1 TO 0 STEP -1:CLS#1:PRINT#1
,e+1;" (";CHR$(rec(e));")";:n=rec(e)-64+
23*(rec(e)>73):GOSUB 60:GOSUB 50
340 TAGOFF:NEXT:PRINT#1:PRINT#1:PRINT#1,
"PRESS KEY":PRINT#1,"TO RESTART";:GOSUB
60:GOTO 210
350 '***** PLAYER SET UP *****
360 CLS#1:LOCATE 1,17:PRINT"(S) TO SOLVE
"
370 IF f=50 THEN CLS#1:PRINT#1,"SET UP L
IMIT":PRINT#1,"NOW SOLVE":GOSUB 60:LOCAT
E 1,17:PRINT SPACE$(12):GOTO 290
380 GOSUB 80:IF UPPER$(q$)="S" THEN LOCA
TE 1,17:PRINT SPACE$(12):GOTO 290:ELSE I
F q$<"A" OR q$>"i" THEN 380 ELSE IF q$>"
I" THEN IF q$<"a" THEN 380
390 n=ASC(q$)-64+23*(q$>"I"):rec(f)=ASC(
q$)+32*(q$>"I")-32*(q$<"a"):TAGOFF:CLS#1
:PRINT#1,f+1;" (";q$;")";:GOSUB 50:
400 q$="":f=f+1:TAGOFF:GOTO 370
410 ' ***** PLAYER SOLVE *****
420 pf=-1:w=f:CLS#1:LOCATE 1,17:PRINT"(Q
) QUIT:(R) RESET"
430 IF f=150 THEN CLS#1:PRINT#1,"LIMIT R
EACHED":GOSUB 70:IF q$="Q" THEN CLS:END:
ELSE LOCATE 1,17:PRINT SPACE$(18):CLS#1:
GOTO 320
440 GOSUB 80:IF UPPER$(q$)="Q"THEN CLS:E
ND:ELSE IF UPPER$(q$)="R"THEN LOCATE 1,1
7:PRINT SPACE$(18):CLS#1:GOTO 320:ELSE I
F q$<"A" OR q$>"i" THEN 440 ELSE IF q$>"
I" THEN IF q$<"a" THEN 440
450 n=ASC(q$)-64+23*(q$>"I"):rec(f)=ASC(
q$)+32*(q$>"I")-32*(q$<"a"):TAGOFF:CLS#1
:PRINT#1,f+1;" (";q$;")";:GOSUB 50:TAGOF
F
460 f=f+1:GOSUB 490:IF NOT cf THEN 430 E
LSE cf=0:CLS#1:PRINT#1,"CONGRATULATIONS!
":FOR i=150 TO 30 STEP -20:SOUND 7,i,50,
7:FOR j=1 TO 50:NEXT:NEXT:f=0:GOSUB 70
470 CLS#1:PRINT#1,"ANOTHER GO (Y/N) ?":G
OSUB 70:IF q$="Y" THEN CLS#1:LOCATE 1,17
:TAGOFF:PRINT SPACE$(18):GOTO 210:ELSE I
F q$<>"N" THEN 470 ELSE CLS:END
480 ' ***** FINISHED CHECK *****
490 cf=-1:FOR i=0 TO 3:FOR j=0 TO 2:FOR
k=0 TO 2
500 IF fa(i,j,k)<>fa(i,0,0) THEN cf=0
510 NEXT:NEXT:NEXT:RETURN
520 ' ***** SINGLE TWISTS *****
530 FOR i=0 TO 2:ho(i)=fa(0,n-1,i):fa(0,
n-1,i)=fa(2,i,3-n):fa(2,i,3-n)=fa(3,2-i,
n-1):fa(3,2-i,n-1)=fa(4,2-i,n-1):fa(4,2-
i,n-1)=ho(i):NEXT:FOR i=0 TO 2:PLOT 0,40
0,fa(0,n-1,i)
540 MOVE pl(0,n-1,i,0),pl(0,n-1,i,1):PRI
NT CHR$(255);:PLOT 0,400,fa(2,i,3-n):MOV
E pl(2,i,3-n,0),pl(2,i,3-n,1):PRINT CHR$
(252);:MOVE pl(2,i,3-n,0),pl(2,i,3-n,1)-
16:PRINT CHR$(251);:PLOT 0,400,fa(3,2-i,
n-1)
550 MOVE pl(3,2-i,n-1,0),pl(3,2-i,n-1,1)
:PRINT CHR$(255);:PLOT 0,400,fa(4,2-i,n-
1):MOVE pl(4,2-i,n-1,0),pl(4,2-i,n-1,1):
PRINT CHR$(254);:MOVE pl(4,2-i,n-1,0),pl
(4,2-i,n-1,1)-16:PRINT CHR$(253);
560 NEXT:RETURN: REM   ABC
570 FOR i=0 TO 2:ho(i)=fa(0,i,n-4):fa(0,
i,n-4)=fa(1,i,n-4):fa(1,i,n-4)=fa(3,n-4,
2-i):fa(3,n-4,2-i)=fa(5,2-i,6-n):fa(5,2-
i,6-n)=ho(i):NEXT:FOR i=0 TO 2:PLOT 0,40
0,fa(0,i,n-4)
580 MOVE pl(0,i,n-4,0),pl(0,i,n-4,1):PRI
NT CHR$(255);:PLOT 0,400,fa(1,i,n-4):MOV
E pl(1,i,n-4,0),pl(1,i,n-4,1):PRINT CHR$
(254);:MOVE pl(1,i,n-4,0),pl(1,i,n-4,1)-
16:PRINT CHR$(253);:PLOT 0,400,fa(3,n-4,
2-i)
590 MOVE pl(3,n-4,2-i,0),pl(3,n-4,2-i,1)
:PRINT CHR$(255);:PLOT 0,400,fa(5,2-i,6-
n):MOVE pl(5,2-i,6-n,0),pl(5,2-i,6-n,1):
PRINT CHR$(252);:MOVE pl(5,2-i,6-n,0),pl
(5,2-i,6-n,1)-16:PRINT CHR$(251);
600 NEXT:RETURN: REM   DEF
610 FOR i=0 TO 2:ho(i)=fa(1,n-7,i):fa(1,
n-7,i)=fa(2,n-7,i):fa(2,n-7,i)=fa(5,n-7,
i):fa(5,n-7,i)=fa(4,n-7,i):fa(4,n-7,i)=h
o(i):NEXT:FOR i=0 TO 2:PLOT 0,400,fa(1,n
-7,i)
620 MOVE pl(1,n-7,i,0),pl(1,n-7,i,1):PRI
NT CHR$(254);:MOVE pl(1,n-7,i,0),pl(1,n-
7,i,1)-16:PRINT CHR$(253);:PLOT 0,400,fa
(2,n-7,i):MOVE pl(2,n-7,i,0),pl(2,n-7,i,
1):PRINT CHR$(252);
630 MOVE pl(2,n-7,i,0),pl(2,n-7,i,1)-16:
PRINT CHR$(251);:PLOT 0,400,fa(5,n-7,i):
MOVE pl(5,n-7,i,0),pl(5,n-7,i,1):PRINT C
HR$(252);:MOVE pl(5,n-7,i,0),pl(5,n-7,i,
1)-16:PRINT CHR$(251);:PLOT 0,400,fa(4,n
-7,i)
640 MOVE pl(4,n-7,i,0),pl(4,n-7,i,1):PRI
NT CHR$(254);:MOVE pl(4,n-7,i,0),pl(4,n-
7,i,1)-16:PRINT CHR$(253);
650 NEXT:RETURN: REM   GHI
660 FOR i=0 TO 2:ho(i)=fa(0,n-10,i):fa(0
,n-10,i)=fa(4,2-i,n-10):fa(4,2-i,n-10)=f
a(3,2-i,n-10):fa(3,2-i,n-10)=fa(2,i,12-n
):fa(2,i,12-n)=ho(i):NEXT:FOR i=0 TO 2:P
LOT 0,400,fa(0,n-10,i)
670 MOVE pl(0,n-10,i,0),pl(0,n-10,i,1):P
RINT CHR$(255);:PLOT 0,400,fa(4,2-i,n-10
):MOVE pl(4,2-i,n-10,0),pl(4,2-i,n-10,1)
:PRINT CHR$(254);:MOVE pl(4,2-i,n-10,0),
pl(4,2-i,n-10,1)-16:PRINT CHR$(253);
680 PLOT 0,400,fa(3,2-i,n-10):MOVE pl(3,
```

THE CUBE

```
2-i,n-10,0),pl(3,2-i,n-10,1):PRINT CHR$(
255);:PLOT 0,400,fa(2,i,12-n):MOVE pl(2,
i,12-n,0),pl(2,i,12-n,1):PRINT CHR$(252)
;:MOVE pl(2,i,12-n,0),pl(2,i,12-n,1)-16:
PRINT CHR$(251);
690 NEXT:RETURN: REM   abc
700 FOR i=0 TO 2:ho(i)=fa(1,i,n-13):fa(1
,i,n-13)=fa(0,i,n-13):fa(0,i,n-13)=fa(5,
2-i,15-n):fa(5,2-i,15-n)=fa(3,n-13,2-i):
fa(3,n-13,2-i)=ho(i):NEXT:FOR i=0 TO 2:P
LOT 0,400,fa(1,i,n-13)
710 MOVE pl(1,i,n-13,0),pl(1,i,n-13,1):P
RINT CHR$(254);:MOVE pl(1,i,n-13,0),pl(1
,i,n-13,1)-16:PRINT CHR$(253);:PLOT 0,40
0,fa(0,i,n-13):MOVE pl(0,i,n-13,0),pl(0,
i,n-13,1):PRINT CHR$(255);:PLOT 0,400,fa
(5,2-i,15-n)
720 MOVE pl(5,2-i,15-n,0),pl(5,2-i,15-n,
1):PRINT CHR$(252);:MOVE pl(5,2-i,15-n,0
),pl(5,2-i,15-n,1)-16:PRINT CHR$(251);:P
LOT 0,400,fa(3,n-13,2-i):MOVE pl(3,n-13,
2-i,0),pl(3,n-13,2-i,1):PRINT CHR$(255);
```



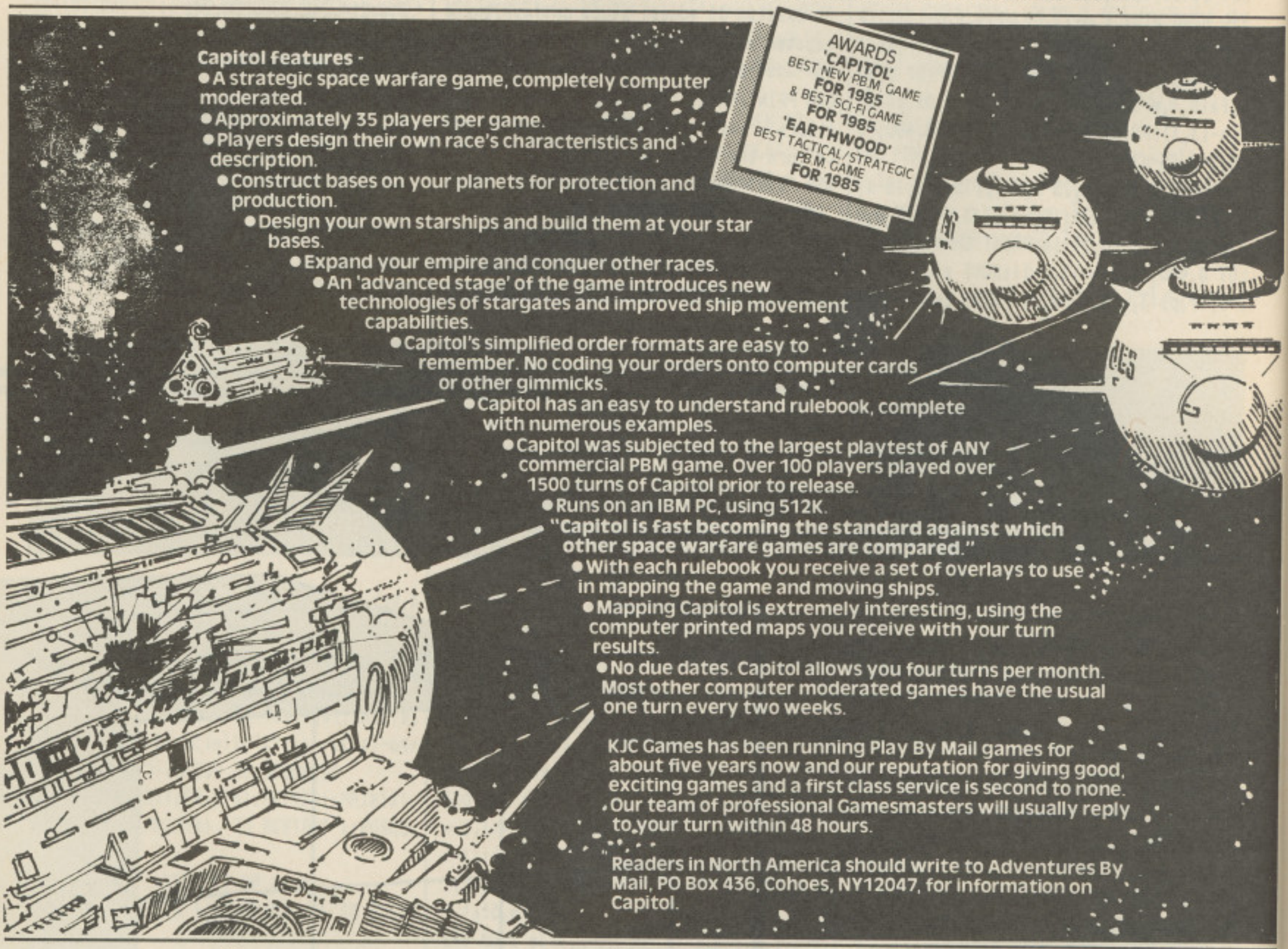
```
730 NEXT:RETURN: REM   def
740 FOR i=0 TO 2:ho(i)=fa(2,n-16,i):fa(2
,n-16,i)=fa(1,n-16,i):fa(1,n-16,i)=fa(4,
n-16,i):fa(4,n-16,i)=fa(5,n-16,i):fa(5,n
-16,i)=ho(i):NEXT:FOR i=0 TO 2:PLOT 0,40
0,fa(2,n-16,i)
750 MOVE pl(2,n-16,i,0),pl(2,n-16,i,1):P
RINT CHR$(252);:MOVE pl(2,n-16,i,0),pl(2
,n-16,i,1)-16:PRINT CHR$(251);:PLOT 0,40
0,fa(1,n-16,i):MOVE pl(1,n-16,i,0),pl(1,
n-16,i,1):PRINT CHR$(254);
760 MOVE pl(1,n-16,i,0),pl(1,n-16,i,1)-1
6:PRINT CHR$(253);:PLOT 0,400,fa(4,n-16,
i):MOVE pl(4,n-16,i,0),pl(4,n-16,i,1):PR
INT CHR$(254);:MOVE pl(4,n-16,i,0),pl(4,
n-16,i,1)-16:PRINT CHR$(253);:PLOT 0,400
,fa(5,n-16,i)
770 MOVE pl(5,n-16,i,0),pl(5,n-16,i,1):P
RINT CHR$(252);:MOVE pl(5,n-16,i,0),pl(5
,n-16,i,1)-16:PRINT CHR$(251);
780 NEXT:RETURN: REM   ghi
790 ' ***** TITLE/INSTRUCTIONS *****
800 MODE 0:BORDER 1:INK 0,1:INK 1,24:CLS
:FOR i=3 TO 11:LOCATE i,i:PRINT "THE CUB
E":NEXT:LOCATE 4,25:PRINT "instructions
?";
810 GOSUB 70:IF q$="N" THEN 100 ELSE IF
q$<>"Y" THEN 810:ELSE MODE 1:CLS:PRINT "
INSTRUCTIONS":PRINT
820 PRINT " This is a simulation of the
famous cubepuzzle.You see a view of thre
e faces anda view of the hidden three fa
ces as seenfrom behind.
830 PRINT:PRINT " You or the computer se
t the puzzle withup to 50 'twists'.  The
n the computer oryou solve it in up to 1
00 twists. If yougget stuck or fail,the c
omputer will takeyou back to the start
for another go orsolve it for you.
840 PRINT:PRINT "Twists are entered as l
etters - small toturn one way and large
to turn the other
850 PRINT:PRINT:PRINT:PRINT:PRINT "PRESS
 ANY KEY":GOSUB 70:GOTO 100
860 ' ***** DATA PRINT POSITIONS *****
870 DATA 200,360,232,344,264,328,168,344
,200,328,232,312,136,328,168,312,200,296
,120,310,152,292,184,278,120,278,152,262
,184,246,120,246,152,230,184,214,216,278
,248,294,280,310,216,246,248,262,280,278
,216,214,248,230,280,246
880 DATA 432,264,464,248,496,232,400,248
,432,232,464,216,368,232,400,216,432,200
,448,366,480,348,512,334,448,334,480,318
,512,302,448,302,480,286,512,268,352,334
,384,350,416,366,352,302,384,318,416,334
,352,270,384,286,416,302
890 DATA 168,376,284,206,136,360,252,190
,104,344,220,174,232,376,124,206,264,360
,156,190,296,344,188,174,88,306,312,306,
88,274,312,274,88,241,312,241
```



KJC Games, Britain's leading Play By Mail company, introduces to you our new Play By Mail game of Xenophobia, Conquest, and Space Warfare called...

CAPITOL

BRITAIN'S MOST ADVANCED COMPUTER MODERATED PLAY BY MAIL GAME...AN EXCITING NEW GAME



Capitol features -

- A strategic space warfare game, completely computer moderated.
- Approximately 35 players per game.
- Players design their own race's characteristics and description.
- Construct bases on your planets for protection and production.
- Design your own starships and build them at your star bases.
- Expand your empire and conquer other races.
- An 'advanced stage' of the game introduces new technologies of stargates and improved ship movement capabilities.
- Capitol's simplified order formats are easy to remember. No coding your orders onto computer cards or other gimmicks.
- Capitol has an easy to understand rulebook, complete with numerous examples.
- Capitol was subjected to the largest playtest of ANY commercial PBM game. Over 100 players played over 1500 turns of Capitol prior to release.
- Runs on an IBM PC, using 512K.

"Capitol is fast becoming the standard against which other space warfare games are compared."

- With each rulebook you receive a set of overlays to use in mapping the game and moving ships.
- Mapping Capitol is extremely interesting, using the computer printed maps you receive with your turn results.
- No due dates. Capitol allows you four turns per month. Most other computer moderated games have the usual one turn every two weeks.

AWARDS
'CAPITOL'
BEST NEW PB.M. GAME
FOR 1985
& BEST SCI-FI GAME
FOR 1985
'EARTHWOOD'
BEST TACTICAL/STRATEGIC
PB.M. GAME
FOR 1985

KJC Games has been running Play By Mail games for about five years now and our reputation for giving good, exciting games and a first class service is second to none. Our team of professional Gamesmasters will usually reply to your turn within 48 hours.

Readers in North America should write to Adventures By Mail, PO Box 436, Cohoes, NY12047, for information on Capitol.

EARTH WOOD

25 players compete to be the ultimate ruler by controlling all the developed cities, either singularly or with an alliance. A typical game will last about 18 months, with the first knockouts usually starting after six months.
Each player is either a king of a fantasy race or a powerful charismatic character. You can recruit trolls, wildmen and control powerful creatures such as dragons. Your characters will capture and control cities, upon which you can spend gold to improve security, workshop production, defences, and maintain and enlarge your army. With gold, your wizards undertake magical research. Spies search out enemy strongholds and then attempt acts of sabotage, theft and assassination.
These are just a few options available to a player in Earthwood.
Earthwood is computer moderated but the turn sheets and replies are written in plain English.
No need to look through complex charts and code books to understand this game.

GRAEMER'S WORLD

Europe's most popular Play By Mail game - the fantasy campaign game with over 1,000 player parties already participating. To enter, send £6.00 for rules, setup, first three turns and copy of latest newsletter. Further turns £1.75 each.

NEW

CAPITOL

To enrol in Capitol send a £6.00 cheque/PO/International Money Order payable to KJC Games. For this you will receive the rulebook, setup and first two turns. Each turn of Capitol costs £1.75 for the first 60 orders. Each additional 30 orders costs 75p. European players are welcome.

EARTH WOOD

To enrol in Earthwood send a £5.00 cheque/PO payable to KJC Games. For this you receive the rulebook, setup and first three turns. Future turns are £1.50.

KJC GAMES

Send to: **KJC Games, PO Box 11, Cleveleys, Blackpool, Lancashire FY5 2UL**

Welcome on - (0253) 866345

Access BARCLAYCARD VISA

SPECTRUM

MIXER

by B Smith

To load this simply type LOAD "", it will run automatically (side 1). Once this has loaded you are advised to read the instructions. Simply, the idea is to re-organise on picture within a set target and then go on to the next level.

In all there are 4 pictures,

"Mixer"
"Space"
"Squares"
"Different"

Once you complete a level, you will be given the code name for the next level.

To get a copy of the running game you must do the following:—

STEP 1 — Enter listing One
Save this onto tape with
'Save "Loader" Line 0

STEP 2 — Enter listing Two

This is the machine code for all the graphics

When entering this you are advised to enter one line of data which contains the numbers, followed by the next lines which contains the check sum.

E.G.:—

1700 DATA "Letters x No.s"
1705 CHECK SUM

Once you type the computer will ask you for the line to start at, this is the line number, which contains the letters x no.s, i.e. — 1700. then when you have typed in the last line, you will be told to run the program again from line 1700 — Using this as the line to start from.

If this runs error free you should now save this after your first listing.

STEP 3 — Now enter listing Three
Save this with 'Save "Game List" Line 0, after the machine code, which is after listing One.

STEP 4 — New the computer with
PRINT USR 0
Rewind and try it all out — Load ""

Listing 3 — this is a screen designer program which will allow you to draw your own pictures, which can then be loaded into the running game . . .

LISTING 1

```
  1 REM ** MIXER - D.SMITH **
  2 DIM K$(4): LET K$(1)="7": LET K$(2)
="6": LET K$(3)="5": LET K$(4)="8"
  3 GO TO 9100
  4 GO TO 9000: BORDER 5: PAPER 4: CLS
  5 BORDER 5: PAPER 5: CLS : DIM A(16):
DIM C(16)
  6 IF LEVEL=1 THEN  RESTORE 20
  7 IF LEVEL=2 THEN  RESTORE 30
  8 IF LEVEL=3 THEN  RESTORE 40
  9 IF LEVEL=4 THEN  RESTORE 60
 11 FOR X=1 TO 16
 12 READ A(X),C(X)
 13 NEXT X
 20 DATA 170,170,180,171,182,172,171,17
3,178,174,172,175,181,176,173,177,175,17
8,177,179,174,180,183,181,185,182,184,18
3,179,184,176,185
 30 DATA 186,186,196,187,198,188,187,18
9,194,190,188,191,197,192,189,193,191,19
4,193,195,190,196,199,197,201,198,200,19
9,195,200,192,201
 40 DATA 202,202,212,203,214,204,203,20
5,210,206,204,207,213,208,205,209,207,21
0,209,211,206,212,215,213,217,214,216,21
5,211,216,208,217
 60 DATA 218,218,228,219,230,220,219,22
1,226,222,220,223,229,224,221,225,223,22
6,225,227,222,228,231,229,233,230,232,23
1,227,232,224,233
 100 REM
 101 PRINT AT 0,0; INK 3; BRIGHT 1; PAPE
R 6;"PLEASE WAIT.."
 102 LET S=1: LET B=12: LET D=-4: FOR X=
C(1) TO C(4)
 103 POKE 23676,X: LET B=B+4
 104 PRINT AT 5,B; PAPER 4;"ABCD";
AT 6,B;"EFGH";AT 7,B;"IJKL";A
T 8,B;"MNOP"
 105 POKE 23676,A(S): LET D=D+4: LET S=S
+1
 106 PRINT AT 5,D; PAPER 6;"ABCD";
AT 6,D;"EFGH";AT 7,D;"IJKL";A
T 8,D;"MNOP"
 107 NEXT X
 108 LET B=12: LET D=-4: FOR X=C(5) TO C
(8)
 109 POKE 23676,X: LET B=B+4
 110 PRINT AT 9,B; PAPER 4;"ABCD";
AT 10,B;"EFGH";AT 11,B;"IJKL"
;AT 12,B;"MNOP"
 111 POKE 23676,A(S): LET D=D+4: LET S=S
+1
 112 PRINT AT 9,D; PAPER 6;"ABCD";
AT 10,D;"EFGH";AT 11,D;"IJKL"
;AT 12,D;"MNOP"
 113 NEXT X
 114 LET B=12: LET D=-4: FOR X=C(9) TO C
(12)
 115 POKE 23676,X: LET B=B+4
 116 PRINT AT 13,B; PAPER 4;"ABCD"
;AT 14,B;"EFGH";AT 15,B;"IJKL
";AT 16,B;"MNOP"
 117 POKE 23676,A(S): LET D=D+4: LET S=S
+1
 118 PRINT AT 13,D; PAPER 6;"ABCD"
;AT 14,D;"EFGH";AT 15,D;"IJKL
";AT 16,D;"MNOP"
 119 NEXT X
 120 LET B=12: LET D=-4: FOR X=C(13) TO
C(16)
 121 POKE 23676,X: LET B=B+4
 122 PRINT AT 17,B; PAPER 4;"ABCD"
;AT 18,B;"EFGH";AT 19,B;"IJKL
";AT 20,B;"MNOP"
 123 POKE 23676,A(S): LET D=D+4: LET S=S
+1
 124 PRINT AT 17,D; PAPER 6;"ABCD"
;AT 18,D;"EFGH";AT 19,D;"IJKL
";AT 20,D;"MNOP"
 125 NEXT X
 126 PRINT AT 4,0; PAPER 6; INK 5; BRIGH
T 1;"                                ";A
T 21,0; INK 8;"
                "
 127 PRINT AT 0,0; PAPER 5; INK 0; BRIGH
T 1;"TARGET = ";TARGET;"."
 128 LET MOVES=0
 129 FOR N=0 TO 20: BEEP .02,N: NEXT N
 130 PRINT AT 2,0; PAPER 5; INK 0; BRIGH
T 1;"MOVES = ";MOVES;"."
 131 LET X=1: LET Y=1
 133 FOR N=1 TO 20: BEEP .02,N: NEXT N:
LET A(1)=0: LET C(1)=0
 134 PRINT AT 5,0; PAPER 4;"    ";AT 6,0
;"    ";AT 7,0;"    ";AT 8,0;"    "
 135 PRINT AT 21,0; INK 8; PAPER 6; BRIG
HT 1;"                                "
 140 DIM A$(4,4)
 141 LET A$(1)="▛▀▀▀▀▀▀▀▜":
    LET A$(2)="▌    ▐":
LET A$(3)
="▌    ▐":                LET A$(4)="▙▄
▄▄▄▟"
 146 PRINT AT 5,0; PAPER 4;A$(1);AT 6,0;
A$(2);AT 7,0;A$(3);AT 8,0;A$(4)
```

```
150 LET I$=INKEY$
151 IF I$="" THEN  GO TO 192
152 IF I$=K$(1) AND Y<4 THEN  GO TO 200
153 IF I$=K$(2) AND Y>1 THEN  GO TO 210
154 IF I$=K$(4) AND X>1 THEN  GO TO 220
155 IF I$=K$(3) AND X<4 THEN  GO TO 250
156 IF I$="A" THEN  GO TO 3000
157 IF I$="Q" AND Y=1 THEN  GO TO 3200
158 IF I$="Q" AND Y=2 THEN  GO TO 3250
159 IF I$="Q" AND Y=3 THEN  GO TO 3260
160 IF I$="Q" AND Y=4 THEN  GO TO 3270
161 REM
162 IF I$="P" AND Y=1 THEN  GO TO 3500
163 IF I$="P" AND Y=2 THEN  GO TO 3550
164 IF I$="P" AND Y=3 THEN  GO TO 3560
165 IF I$="P" AND Y=4 THEN  GO TO 3570
190 REM
191 PRINT AT 2,0; INK 0; PAPER 6; BRIGH
T 1;"MOVES . ";MOVES;"."
195 REM
196 FOR R=1 TO 16
197 IF A(R)<>C(R) THEN  GO TO 199
198 NEXT R: GO TO 2000
199 GO TO 150
200 REM ** MOVE DOWN **
201 GO SUB 1000: LET A(0)=A(N): LET A(N
)=0
202 POKE 23676,A(0)
203 LET PAP=6: LET P=Y*4+1: LET P1=X*4-
4: LET E=(Y*4)-4+X: IF A(E)=C(E) THEN  L
ET PAP=4
204 PRINT AT P,P1; PAPER PAP;"ABCD
";AT P+1,P1;"EFGH";AT P+2,P1;" IJ
KL";AT P+3,P1
;"MNOP"
205 PRINT AT P+4,P1; PAPER 4;A$(1);AT P
+5,P1;A$(2);AT P+6,P1;A$(3);AT P+7,P1;A$
(4)
206 LET Y=Y+1
207 LET MOVES=MOVES+1: GO TO 190
210 REM ** UP **
211 GO SUB 1020: LET A(0)=A(N): LET A(N
)=0
212 LET PAP=6: LET P=Y*4+1: LET P1=X*4-
4: LET E=(Y*4)-4+X: IF A(E)=C(E) THEN  L
ET PAP=4
213 POKE 23676,A(0)
214 PRINT AT P,P1; PAPER PAP;"ABCD
";AT P+1,P1;"EFGH";AT P+2,P1;" IJ
KL";AT P+3,P1
;"MNOP"
215 PRINT AT P-4,P1; PAPER 4;A$(1);AT P
-3,P1;A$(2);AT P-2,P1;A$(3);AT P-1,P1;A$
(4)
216 LET Y=Y-1
217 LET MOVES=MOVES+1: GO TO 190
220 REM ** LEFT **
221 GO SUB 1041: LET A(0)=A(N): LET A(N
)=0
222 LET PAP=6: LET P=Y*4+1: LET P1=X*4-
4: LET E=(Y*4)-4+X: IF A(E)=C(E) THEN  L
ET PAP=4
223 POKE 23676,A(0)
224 PRINT AT P,P1-4; PAPER 4;A$(1);AT P
+1,P1-4;A$(2);AT P+2,P1-4;A$(3);AT P+3,P
1-4;A$(4)
225 PRINT AT P,P1; PAPER PAP;"ABCD
";AT P+1,P1;"EFGH";AT P+2,P1;" IJ
KL";AT P+3,P1
;"MNOP"
226 LET X=X-1
227 LET MOVES=MOVES+1: GO TO 190
250 REM ** RIGHT **
251 GO SUB 1100
252 LET PAP=6: LET A(0)=A(N): LET A(N)=
0: LET P=Y*4+1: LET P1=X*4-4: LET E=(Y*4
)-4+X: IF A(E)=C(E) THEN  LET PAP=4
253 POKE 23676,A(0)
254 PRINT AT P,P1; PAPER PAP;"ABCD
";AT P+1,P1;"EFGH";AT P+2,P1;" IJ
KL";AT P+3,P1
;"MNOP"
255 PRINT AT P,P1+4; PAPER 4;A$(1);AT P
+1,P1+4;A$(2);AT P+2,P1+4;A$(3);AT P+3,P
1+4;A$(4)
256 LET X=X+1
257 LET MOVES=MOVES+1: GO TO 190
1000 REM
1001 IF X>1 THEN  GO TO 1006
1002 IF Y=1 THEN  LET N=5: LET O=1
1003 IF Y=2 THEN  LET N=9: LET O=5
1004 IF Y=3 THEN  LET N=13: LET O=9
1005 RETURN
1006 IF X>2 THEN  GO TO 1011
1007 IF Y=1 THEN  LET N=6: LET O=2
1008 IF Y=2 THEN  LET N=10: LET O=6
1009 IF Y=3 THEN  LET N=14: LET O=10
1010 RETURN
1011 IF X>3 THEN  GO TO 1016
1012 IF Y=1 THEN  LET N=7: LET O=3
1013 IF Y=2 THEN  LET N=11: LET O=7
1014 IF Y=3 THEN  LET N=15: LET O=11
1015 RETURN
1016 IF Y=1 THEN  LET N=8: LET O=4
1017 IF Y=2 THEN  LET N=12: LET O=8
1018 IF Y=3 THEN  LET N=16: LET O=12
1019 RETURN
1020 REM ** UP **
1021 IF X>1 THEN  GO TO 1027
1022 IF Y=2 THEN  LET N=1: LET O=5
1023 IF Y=3 THEN  LET N=5: LET O=9
1024 IF Y=4 THEN  LET N=9: LET O=13
1025 RETURN
1027 IF X>2 THEN  GO TO 1032
1028 IF Y=2 THEN  LET N=2: LET O=6
1029 IF Y=3 THEN  LET N=6: LET O=10
1030 IF Y=4 THEN  LET N=10: LET O=14
1031 RETURN
1032 IF X>3 THEN  GO TO 1037
1033 IF Y=2 THEN  LET N=3: LET O=7
1034 IF Y=3 THEN  LET N=7: LET O=11
1035 IF Y=4 THEN  LET N=11: LET O=15
1036 RETURN
1037 IF Y=2 THEN  LET N=4: LET O=8
1038 IF Y=3 THEN  LET N=8: LET O=12
1039 IF Y=4 THEN  LET N=12: LET O=16
1040 RETURN
1041 REM ** LEFT **
1042 IF Y>1 THEN  GO TO 1050
1043 IF X=2 THEN  LET O=2: LET N=1
1044 IF X=3 THEN  LET O=3: LET N=2
1045 IF X=4 THEN  LET O=4: LET N=3
1046 RETURN
1050 IF Y>2 THEN  GO TO 1060
1051 IF X=2 THEN  LET O=6: LET N=5
1052 IF X=3 THEN  LET O=7: LET N=6
1053 IF X=4 THEN  LET O=8: LET N=7
1055 RETURN
1060 IF Y>3 THEN  GO TO 1070
1061 IF X=2 THEN  LET O=10: LET N=9
1062 IF X=3 THEN  LET O=11: LET N=10
1063 IF X=4 THEN  LET O=12: LET N=11
1065 RETURN
1070 IF X=2 THEN  LET O=14: LET N=13
1071 IF X=3 THEN  LET O=15: LET N=14
1072 IF X=4 THEN  LET O=16: LET N=15
1075 RETURN
1100 REM
1101 IF Y>1 THEN  GO TO 1110
1102 IF X=1 THEN  LET O=1: LET N=2
1103 IF X=2 THEN  LET O=2: LET N=3
1104 IF X=3 THEN  LET O=3: LET N=4
1105 RETURN
1110 IF Y>2 THEN  GO TO 1120
1111 IF X=1 THEN  LET O=5: LET N=6
1112 IF X=2 THEN  LET O=6: LET N=7
1113 IF X=3 THEN  LET O=7: LET N=8
1114 RETURN
1120 IF Y>3 THEN  GO TO 1130
1121 IF X=1 THEN  LET O=9: LET N=10
1122 IF X=2 THEN  LET O=10: LET N=11
1123 IF X=3 THEN  LET O=11: LET N=12
1125 RETURN
1130 IF X=1 THEN  LET O=13: LET N=14
1131 IF X=2 THEN  LET O=14: LET N=15
1132 IF X=3 THEN  LET O=15: LET N=16
1133 RETURN
2000 REM
2001 PRINT AT 21,4 INK 3; FLASH 1; BRIGH
T 1;" WELL DONE.. ": FOR N=1 TO 20: BEEP
 .02,N: NEXT N: PAUSE 250
2002 FOR N=0 TO 200: NEXT N
2003 CLS : PRINT AT 1,0;"MIXER - BY D.SM
ITH 1985.."
2004 PRINT AT 4,0;
2005 IF MOVES>TARGET THEN  PRINT  INK 3;
 FLASH 1; BRIGHT 1;"YOU HAVE COMPLETED T
HIS LEVEL,   BUT TOO MANY MOVES..."
2006 IF MOVES<TARGET THEN  PRINT  INK 3;
 FLASH 8; BRIGHT 1;"WELL DONE.....NEXT L
EVEL..."
2007 IF MOVES=TARGET THEN  PRINT  INK 2;
 FLASH 1; BRIGHT 1;"YOU HAVE JUST MADE I
T....."
2008 IF MOVES>TARGET THEN  GO TO 2100
2009 IF MOVES<=TARGET THEN  GO TO 2200
2010 GO TO 2010
2100 REM
2101 PRINT AT 15,0;"  DO YOU WISH TO TRY
 TO COMPLETETHIS PICTURE AGAIN WITH A HI
GHERTARGET..."
2102 PRINT AT 18,0; INK 0; PAPER 4;"Y -
```

```
FOR YES."''"N - FOR NO."
2103 POKE 23658,8: IF INKEY$="Y" THEN  L
ET TARGET=TARGET+20: GO TO 5
2104 IF INKEY$="N" THEN  RUN
2105 GO TO 2103
2200 REM
2201 PRINT '''
2202 IF LEVEL=4 THEN  PRINT "YOU HAVE CO
MPLETED ALL FOUR      LEVELS...": FOR X=
1 TO 20: BEEP .02,X: NEXT X: PAUSE 250:
RUN
2203 LET LEVEL=LEVEL+1
2204 GO SUB 2300
2205 PRINT "PICTURE CODE - ";: FOR N=1 T
O LEN O$: PRINT CHR$ (CODE O$(N)+2);: NE
XT N
2207 PRINT '''"ANY KEY."
2208 PAUSE 0: RESTORE 20: GO TO 3
2300 REM
2301 IF LEVEL=2 THEN  LET O$="QN?AC"
2302 IF LEVEL=3 THEN  LET O$="QOS?PCQ"
2303 IF LEVEL=4 THEN  LET O$="BGDDCPCLR"
2305 RETURN
3000 REM
3001 POKE 23676,255
3002 RESTORE 3010
3003 FOR X=USR "A" TO USR "C"+7: READ A:
 POKE X,A: NEXT X
3010 DATA 126,126,126,126,126,126,126,12
6,60,60,60,60,60,60,60,60,24,24,24,24,24
,24,24,24
3011 LET SP=1
3020 FOR X=5 TO 20
3040 PRINT AT X,0; INK 5; BRIGHT 1;
3050 IF SP=1 THEN  PRINT "AAAAAA
AAAAAAAAAA"
3060 IF SP=2 THEN  PRINT "BBBBBB
BBBBBBBBB"
3070 IF SP=3 THEN  PRINT "CCCCCC
CCCCCCCCC"
3071 IF SP=4 THEN  PRINT "
  "
3075 BEEP .05,1
3080 NEXT X
3090 LET SP=SP+1
3100 IF SP<5 THEN  GO TO 3020
3110 PRINT AT 21,2; INK 3; BRIGHT 1; FLA
SH 1;"PICTURE HAS BEEN ABANDONED."
3120 PAUSE 10: FOR X=1 TO 20: BEEP .02,X
: NEXT X
3130 PAUSE 50: RUN
3200 REM ** WRAP AROUND **
3201 LET PAP=6: LET T=1: LET S=1: LET O=
A(1): LET A(1)=A(2): LET A(2)=A(3): LET
A(3)=A(4): LET A(4)=O: LET X=X-1: IF X=0
 THEN  LET X=4
3202 LET E=(Y*4)-4+X: IF A(E)=C(E) THEN
 LET PAP=4
3210 LET P=1: FOR N=S T S+3
3215 LET PAP=6: IF A(N)=C(N) THEN  LET P
AP=4
3221 IF A(N)=0 THEN  PRINT AT T*4+1,P*4-
4; PAPER 4;A$(1);AT T*4+2,P*4-4;A$(2);AT
 T*4+3,P*4-4;A$(3);AT T*4+4,P*4-4;A$(4)
3222 IF A(N)<>0 THEN  POKE 23676,A(N): P
RINT AT T*4+1,P*4-4; PAPER PAP;"ABCD
";AT
 T*4+2,P*4-4;"EFGH";AT T*4+3,P*4-4
;"IJKL";AT T*4+4,P*4-4;"MNOP"
3229 LET P=P+1: NEXT N
3230 LET MOVES=MOVES+(LEVEL*5)
3240 GO TO 190
3250 LET T=2: LET S=5: LET O=A(5): LET A
(5)=A(6): LET A(6)=A(7): LET A(7)=A(8):
LET A(8)=O: LET X=X-1: IF X=0 THEN  LET
X=4
3251 GO TO 3210
3260 LET T=3: LET S=9: LET O=A(9): LET A
(9)=A(10): LET A(10)=A(11): LET A(11)=A(
12): LET A(12)=O: LET X=X-1: IF X=0 THEN
  LET X=4
3261 GO TO 3210
3270 LET T=4: LET S=13: LET O=A(13): LET
 A(13)=A(14): LET A(14)=A(15): LET A(15)
=A(16): LET A(16)=O: LET X=X-1: IF X=0 T
HEN  LET X=4
3271 GO TO 3210
3500 REM
3501 LET T=1: LET S=1: LET O=A(4): LET A
(4)=A(3): LET A(3)=A(2): LET A(2)=A(1):
LET A(1)=O: LET X=X+1: IF X=5 THEN  LET
X=1
3502 GO TO 3210
3550 LET T=2: LET S=5: LET O=A(8): LET A
(8)=A(7): LET A(7)=A(6): LET A(6)=A(5):
LET A(5)=O: LET X=X+1: IF X=5 THEN  LET
X=1
3551 GO TO 3210
3560 LET T=3: LET S=9: LET O=A(12): LET
A(12)=A(11): LET A(11)=A(10): LET A(10)=
A(9): LET A(9)=O: LET X=X+1: IF X=5 THEN
  LET X=1
3561 GO TO 3210
3570 LET T=4: LET S=13: LET O=A(16): LET
 A(16)=A(15): LET A(15)=A(14): LET A(14)
=A(13): LET A(13)=O: LET X=X+1: IF X=5 T
HEN  LET X=1
3571 GO TO 3210
5000 REM ** LOAD **
5001 INPUT "ENTER FILE NAME..";N$
5002 IF LEN N$>10 THEN  GO TO 5001
5003 INPUT "ENTER PICTURE NO - 2 TO 4.";
NO
5004 IF NO<2 OR NO>4 THEN  GO TO 5003
5005 IF NO=2 THEN  LET PLACE=47704
5006 IF NO=3 THEN  LET PLACE=51800
5007 IF NO=4 THEN  LET PLACE=55896
5008 PRINT : PRINT "PLEASE WAIT LOADING
: ";N$
5009 LOAD N$ CODE PLACE,4000
```

SPECTRUM

```
5010 RUN
8999 STOP
9000 BORDER 4: PAPER 3: CLS
9001 FOR X=1 TO 20: BEEP .02,X: NEXT X
9002 CLS
9003 LET A=-3: FOR X=170 TO 173
9004 POKE 23676,X: LET A=A+4
9005 PRINT AT 4,A; PAPER 4;"ABCD";
AT 5,A;"EFGH";AT 6,A;"IJKL";A
T 7,A;"MNOP"
9006 NEXT X
9007 LET A=-3: FOR X=174 TO 177
9008 POKE 23676,X: LET A=A+4
9009 PRINT AT 8,A; PAPER 4;"ABCD";
AT 9,A;"EFGH";AT 10,A;"IJKL";
AT 11,A;"MNOP"
9010 NEXT X
9011 LET A=-3: FOR X=178 TO 181
9012 POKE 23676,X: LET A=A+4
9013 PRINT AT 12,A; PAPER 4;"ABCD"
;AT 13,A;"EFGH";AT 14,A;"IJKL
";AT 15,A;"MNOP"
9014 NEXT X
9015 LET A=-3: FOR X=182 TO 185
9016 POKE 23676,X: LET A=A+4
9017 PRINT AT 16,A; PAPER 4;"ABCD"
;AT 17,A;"EFGH";AT 18,A;"IJKL
";AT 19,A;"MNOP"
9018 NEXT X
9020 FOR X=3 TO 20: PRINT AT X,0; INK 6;
 INVERSE 1; BRIGHT 1;" ";AT X,17;" ";AT
3,X-3;" ";AT 20,X-3;" ": NEXT X
9024 PRINT AT 3,20; INK 6; PAPER 3; BRIG
HT 1;"CODE NAME."
9025 LET A=20
9026 PRINT AT 6,20; INK 3; BRIGHT 1; PAP
ER 6;"          "
9027 PRINT AT 6,20; INK 6; PAPER 4;"^"
9028 LET N$=""
9029 LET A=20
9030 PRINT AT 6,20; PAPER 4;"^"
9031 LET I$=""
9035 LET I$=INKEY$
9036 IF I$="" THEN  GO TO 9035
9040 IF I$=CHR$ 13 OR A>30 THEN  GO TO 9
070
```

MIXER

```
9045 IF I$=CHR$ 48 THEN  PRINT AT 6,20;
INK 3; BRIGHT 1; PAPER 6;"          ": L
ET N$="": LET I$="": LET A=20: GO TO 902
7
9050 PRINT AT 6,A; PAPER 4;I$;"^"
9058 FOR N=0 TO 10: NEXT N
9059 LET A=A+1: LET D=CODE I$: LET N$=N$
+CHR$ (D-2)
9060 GO TO 9035
9070 REM
9071 IF N$="" OR N$="KGVCP" THEN  LET LE
VEL=1: LET TARGET=200: GO TO 5
9072 IF N$="QN?AC" THEN  LET LEVEL=2: LE
T TARGET=260: GO TO 5
9073 IF N$="QOS?PCQ" THEN  LET LEVEL=3:
LET TARGET=00: GO TO 5
9074 IF N$="BGDDCPCLR" THEN  LET LEVEL=4
: LET TARGET=140: GO TO 5
9090 PRINT AT 10,20; INK 3; BRIGHT 1; PA
PER 6;"SORRY....": FOR X=1 TO 20: BEEP .
02,X: NEXT X: GO TO 9000
9100 BORDER 7: PAPER 7: INK 0: CLS
9110 PLOT 0,162: DRAW 255,0: DRAW 0,-12:
 DRAW -255,0: DRAW 0,12: DRAW 0,0
9112 LET DIR=1: LET POS=1
9113 LET X=4: LET Y=134
9116 PRINT AT 2,POS;" MIXER...BY D.SMITH
 1985 "
9117 PRINT AT 7,2; INK 3; FLASH 1; BRIGH
T 1;"..OPTIONS.."
9118 IF DIR=1 THEN  LET POS=POS+1: IF PO
S=5 THEN  LET DIR=0
9119 IF DIR=0 THEN  LET POS=POS-1: IF PO
S=1 THEN  LET DIR=1
9120 BEEP .02,2
9121 POKE 23658,8
9122 IF INKEY$="I" THEN  GO TO 9300
9123 IF INKEY$="P" THEN  GO TO 4
9124 IF INKEY$="D" THEN  GO TO 9500
9125 IF INKEY$="Q" THEN  STOP
9126 IF INKEY$="L" THEN  GO TO 5000
9130 PRINT AT 10,0;"I - INSTRUCTIONS,"''
"P - PLAY GAME,"''"D - DEFINE KEYS,"''"L
 - LOAD PICTURE,"''"Q - QUIT PROGRAM..."
9150 GO TO 9116
9299 STOP
9300 REM ** INSTRUCTIONS **
9301 CLS
9302 PRINT AT 0,3;"Mixer - By D.Smith 19
85."
9303 PRINT '" The idea of the game is t
o     Reorganise a screen display,    wh
ich the computer will display."
9304 PRINT '" There a four different scr
een  displays, but you only know the fir
st code name for level one.  ( - MIXER -
 )."
9305 PRINT '" Once you complete a level
you  will be given the code name for the
 next level."
9306 PRINT '" But tocomplete a level you
     must beat a target, which is setat a
 cetain amount.If however    you go over
the target you will be able to attempt t
he same      screen with a higher target.
"
9307 GO SUB 9990
9308 PRINT '"MOVEMENT..."
9309 PRINT "▀▀▀▀▀▀▀▀ To move,you use t
he cursor ▀     ▀ keys..
     ▀     ▀
 To move a piece of the          ▀▀▀▀▀▀▀▀ p
uzzle which is on the           Right han
d side
 simply     press the B key.."
9310 PRINT " The best way to work the ke
ys  out is by practice.."
9311 PRINT "Scrolling...
                                        To
scroll left press Q,          To scroll ri
ght press W,          To abandone the curr
ent screen    press 'A'..."
9312 PRINT "Note:
          When you type in the code  name
 for the level, if you make an error sim
ply press the 0 to  rub out the mistake.
.."
9313 GO SUB 9990
9314 RUN
9500 REM ** DEFINE KEYS **
9501 CLS
9502 PRINT AT 0,5; INK 3; FLASH 1;"KEYS.
.."
9503 PRINT AT 3,2;"UP...";: INPUT K$(1):
 PRINT K$(1)
9504 PRINT AT 5,2;"DOWN...";: INPUT K$(2
): PRINT K$(2)
9505 PRINT AT 7,2;"LEFT...";: INPUT K$(3
): PRINT K$(3)
9506 PRINT AT 9,2;"RIGHT...";: INPUT K$(
4): PRINT K$(4)
9507 PRINT AT 11,2; INK 3; FLASH 1;"FIXE
D KEYS..."
9508 PRINT AT 13,2;"SCROLL LEFT...Q";AT
15,2;"SCROLL RIGHT...P";AT 17,2;"ABORT G
AME...A"
9509 INPUT "OK.....Y/N...";Y$
9510 IF Y$="Y" THEN  GO TO 4
9511 GO TO 9500
9990 PRINT #1;"ANY KEY...": PAUSE 0: CLS
 : RETURN
```

LISTING 2

```
   10 REM ** MIXER - D.SMITH **
         SCREEN ONE.....
   20 REM
   21 LET B$="FFFFFFFFFF000000":      LE
T C$="F8F8F8F8F8F8F8F8":      LET D$="1
F1F1F1F1F1F1F1F":      LET E$="FF81BDBD
BDBD81FF":      LET F$="FF8181818181811F
F":      LET G$="000000FFFFFFFFFF":
   LET H$="0000000000000000"
   30 POKE 23676,170
   39 REM ** REMEMBER THE NO. TO    ENTER
 IS THE LINE NUMBER BEFORE THE CHECKSUM
LINE...**
   40 PRINT "ENTER LAST DATA LINE NO.TO C
HECKDATA..IE:- 1700"''"THE LINE NO. BEFO
RE THE CHECKSUM": INPUT "NO...";X
   41 LET A=10: LET B=11: LET C=12: LET D
=13: LET E=14: LET F=15
   43 CLS : PRINT AT 0,0;"STARTING AT LIN
E ";X
   50 LET LINE=X
   51 LET OLD=X/10
   55 RESTORE LINE
   60 FOR Y=X/10 TO 233
   65 POKE 23676,Y
   70 READ A$,CHECK
   80 LET SUM=0: LET N=0
   90 F A$="" THEN  GO TO 200
  100 POKE USR "A"+N,16*VAL A$(1)+VAL A$(
2)
  110 LET SUM=SUM+16*VAL A$(1)+VAL A$(2)
  120 LET N=N+1
  130 LET A$=A$(3 TO )
  140 GO TO 90
  200 REM ** CHECK **
  210 IF SUM<>CHECK THEN  PRINT "ERROR IN
LINES ";LINE;" TO ";LINE+5;".": STOP
  220 PRINT "LINES ";LINE;" TO ";LINE+5;"
ARE OK..."
  230 LET LINE=LINE+10
  240 NEXT Y
  250 REM ** SAVE **
  255 IF OLD<>170 THEN  GO TO 300
  260 PRINT '''"WELL-DONE..."''"GET READY
 TO SAVE GRAPHICS AS    MACHINE-CODE....
.."
  270 PRINT #1;"WHEN READY - ANY KEY..":
PAUSE 0
  280 SAVE "CODE 1" CODE 43608,20384
  290 PRINT '"ALL FINISHED.."
  299 STOP
  300 REM
  310 PRINT '''"WELL DONE..."'''"NOW RUN
 IT AGAIN FROM 1700.....THEN YOU CAN SA
VE IT AS CODE...."
  315 PAUSE 0: PAUSE 0
  320 RUN
 1600 REM ** DATA LINES **
 1700 DATA "FFFFFFFFFF8F8F8FFFFFFFFF0000
 00FFFFFFFFF000000FFFFFFFFF000000F8F8F8
 F8F8F8F8F800000000000000000000000000000
 0000000000000000000F8F8F8F8F8F8F8070707
 0707070707C0E0F0F8FCFEFFFF03070F1F3F7FFF
 FFF8F8F8F8F8F8F8F807070707070707FFFFDF
 CFC7C3C1C0FFFFFBF3E3C38303"
 1705 DATA 17863
 1710 DATA "FFFFFFFFFF000000FFFFFFFFFF000
 000FFFFFFFFFF000000FFFFFFFFFF00000000000
 0000000000000000000000000000000000000000
 0000000000000000000E0E0E0E0E0E0E0E000000
```

```
00000000000000000000000000000000000000000000
000E0E0E0E0E0E0E0E0E0010101010000000FFFFF
FFF03030303FFFFFFFF0F0F0F0"
1715 DATA 11700
1720 DATA "FFFFFFFFFF000000FFFFFFFFFF000
000FFFFFFFFFF000000FFFFFFFFFF00000000000
00000000000000000000000000000000000000000
00000000000000000000000000000000000000000
00000000000000000000000000000000000000000
000E3E3E3E301010000E1E1E1F3F3FFFFFF1F1F
1F1E1E1C1C1FFFFFFFFFFF0F0F0"
1725 DATA 11731
1730 DATA "FFFFFFFFFF000000FFFFFFFFFF000
000FFFFFFFFFF000000FFFFFFFFF1F1F1F00000
00000000000000000000000000000000000000000
0001F1F1F1F1F1F1F1F0000000000000000000000
00000000000000000000000001F1F1F1F1F1F1
F1FF8F8F8F8F8000000FFFFFFE0E0E0E0FFE0F0F
87C3C3C7CF81F1F1F1F1F1F1F1F*
135 DATA 10421
1740 DATA "F8F8F8F8F8F8F8F807070707070707
707C0C0C0C0C0C0C0C0030303030303030F8F8F
8F8F8F8F8F887C7EFFFFFFEFCF8C0C0C08000000
0000303030100000000F8F8F8F8F8F8F8F800000
00000000000000000000000000000000000000000
000FCFCFAFAF9F9F8F807070808101 0E0E001018
28244443B38C0C0202011110E0E*
1745 DATA 13647
1750 DATA "E0E0E0E0E0E0E0E000000000000000
0000303030303030303F0F0F0F0F0F0F0F0E1E3E
FFFFF7F3F1F000000000101010103030303FFFFF
FFFF0F0F0F0FFFFFFFF0000000000000000000000
00000000000000000000000000000000000000000
0007070888804040303 1C1C22241418080070 70
8081010E0E00101828244443838*
1755 DATA 10214
1760 DATA "0000000000000007F7F3F3F3F3F7
F7F8181010101018181F0FFFFFFFFFFFFFF00000
101E3E3E3E3FFFFFFF3F3E1E1C0C1C1E1E1F1F1F
1F1F0F0F0FFFFFFFFFF0000000000000000000000
00000000000000000000000000000000000000000
000C0C0202011110E0E7070888804040303 1C1C2
22241418080070708081010E0E0*
1765 DATA 11943
1770 DATA "0080B0808080B080FFFFFFF8FCFEF
FFFF0E0C000000000801F1F1F1F1F1F1F1F00000
0F8F8F8F8F8F7F3F1F0F0F0F0F0C0E0F0F87C3E1
F0F1F1F1F1F1F1F1F1F0000000000000000000000
00000000000000000000000000001F1F1F1F1F1F1
F1F0101828244443838C0C0202011110E0E70708
888040403031F1F3F3F5F5F9F9F*
1775 DATA 10986
1780 DATA "F8F8F8F8F8F8F8F800000000000000
00000000000000000000000000000000F8F8F
8F8F8F8F8F8000000000000000000000000000000
00000000000000000F8F8F8F8F8F8F8F800000
00000000000000000000000000000000000000000
000F8F8F8F8F8F8F8F8FF7F3F1F0F0F0F0FFFFFF
FFFFFFFFFFF80C0E0F0F8FCFCFC*
1785 DATA 12300
1790 DATA "0000000000000000000000000000
00000000000000000000000000000000000000000
00000000000000000000000000000000000000000
000FFFFFFFFFF000000FFFFFFFFFF000000F8F8F
8F8F8F8F8F8000000000000000000000010101010
101000080808088808 0F8F8F8F8F8F8F8F800000
010000000FFFFFFFFFF000000FFFFFFFFFF00000
0FFFFFFFFFF000000FFFFFFFFFF*
1835 DATA 12544
1840 DATA "0000000103050911000000 1F00000
000000000FF4040404000000001F00000000A1410
1010101010100000000000000004040404040404
0400000000000000000010101010101010100000
0000000001F4040404040404 0FF0000000000000
000000000FFFFFFFFFF000000FFFFFFFFFF00000
0FFFFFFFFFF000000FFFFFFFFFF*
1845 DATA 7194
1850 DATA "000000FF4040404000000001010101
0100000000101010101 1F1F1F1F1F1F1F1F40404
0404040404010101010101F10100101010101FF0
1011F1F1F1F1F1F1F1F4040404040404040101 01
0101010101001010101010101011F1F1F1F1F1F1
F1F000000FFFFFFFFF000000FFFFFFFFFF000000
FFFFFFFFFF1F1F1FFFFFFFFFFF*
1855 DATA 8098
1860 DATA "FFFFFFFFFFF8F8F8FFFFFFFFFF000
000FFFFFFFFFF000000FFFFFFFFFF000000F8F8F
8F8F8F8F8F8000000000000000000000010101010
101000080808088808 0F8F8F8F8F8F8F8F800000
```

```
000FC828181828488F0000000000000000000000
00000000000000000000000000008884828181818
2FC0000000000000000000000000000000000000
00000000000000000000000000"
1795 DATA 2445
1800 DATA "0000000000000000000000000000
0000000000000000000000000000000041414
1212122141800000000000000000000000000000
0000000000000000001010102020404040000000
0000000000000000000000000000000000000000
0000000000000000000000000000000000000000
00000000000000000000000"
1805 DATA 643
1810 DATA "0000000000000000000000000000
0000000000000000001F1F1F1F1F1F1F1F00000
0000000000000000000000000000000000000000
0001F1F1F1F1F1F1F1F0000000000000000000000
00000000000000000000000001F1F1F1F1F1F1
F1F00000000000000000000000000000000000000
000000000001F1F1F1F1F1F1F1F"
1815 DATA 992
1820 DATA "F8F8F8F8F8F8F8F80F0F0F0F0F0F0
F0FFF8080808080808 0FCFC7C7C7C7C7C7CF8F8F
8F8F8F8F8F80F0F0F0F0F0F0F0F0F808080808080808
0807C7C7C7C7C7C7C7CF8F8F8F8F8F8F8F80F0F0
F0F1F3F7FFF80808 0FFFFFFFFF7C7CFCF8F0E0C
080F8F8F8FFFFFFFFFF000000FFFFFFFFFF00000
0FFFFFFFFFF000000FFFFFFFFFF*
1825 DATA 20178
1830 DATA "0000000000000000000001F3F7FF
FFF010307FFFFFFFFFF0000001018141211000000
00000000F8F0F0F0F0F87F3F000000000000F
CFE10101010101010000387C7C7C38001F0F0
080C0FFFFFFFFFF0F0F0FFEFCF81010101010101
```

SPECTRUM

```
00000000000010304081020408080C0201008040
201F8F8F8F8F8F8F8F80101010103030505*
1865 DATA 13237
1870 DATA "FFFFFFFFFF000000FFFFFFFFFF000
000FFFFFFFFFF000000FFFFFFFFFF00000000000
0000800000800000000000000000000000000000
0000000000020000000000000000108000000
0000400000000010000000000000000800000
0008080808 0C0C0A0A0000000000000000080000
0002000000100000004000000 01*
1875 DATA 6762
1880 DATA "FFFFFFFFFF000000FFFFFFFFFF000
000FFFFFFFFFF000000FFFFFFFFFF00000000000
000000B0000000000000100000000000000000
0000000000040000000000000000000000000000
0200000000002000000000200000000000100
0008000000020000001000000001000000000000
0100000000010000001 0000000*
1885 DATA 5420
1890 DATA "FFFFFFFFFF000000FFFFFFFFFF000
000FFFFFFFFFF000000FFFFFFFFF1F1F1F00000
0100000000000000000800000000000000000000
0001F1F1F1F1F1F1F1F0000001000000020000 1
0000000000003030707 0F0F1F1FFFFFFFFFFFFFF
FFF0000410000000000010000800000003F3F3
F1F1F0F0F07FFFFFFFFFFFFFFFF*
1895 DATA 10068
1900 DATA "F8F8F8F8F8F8F8F809091111212 14
1410F0F0F0F0F0E080FF0F0F0F0F05010F0F8F8F
8F8F8F8F8FFF0101010101010500000000000000
0000000000000000000F8F8F8F8F8F8F801010
```

MIXER

```
010000000FFFFFFFFF000000FFFFFFFFFF00000
0FFFFFFFFFF000000FFFFFFFFFF*
1835 DATA 12544
1840 DATA "0000000103050911000000 1F00000
000000000FF4040404000000001F00000000A1410
1010101010100000000000000004040404040404
0400000000000000000010101010101010100000
0000000001F4040404040404 0FF0000000000000
000000000FFFFFFFFFF000000FFFFFFFFFF00000
0FFFFFFFFFF000000FFFFFFFFFF*
1845 DATA 7194
1850 DATA "000000FF4040404000000001010101
0100000000101010101 1F1F1F1F1F1F1F1F40404
0404040404010101010101F10100101010101FF0
1011F1F1F1F1F1F1F1F4040404040404040101 01
0101010101001010101010101011F1F1F1F1F1F1
F1F000000FFFFFFFFF000000FFFFFFFFFF000000
FFFFFFFFFF1F1F1FFFFFFFFFFF*
1855 DATA 8098
1860 DATA "FFFFFFFFFFF8F8F8FFFFFFFFFF000
000FFFFFFFFFF000000FFFFFFFFFF000000F8F8F
8F8F8F8F8F8000000000000000000000010101010
101000080808088808 0F8F8F8F8F8F8F8F800000
1012101010100000000000000000000000000000
000F8F8F8F8F8F8F8F80101011F21419DBD*
1905 DATA 10616
1910 DATA "9090888884848282000000000000
0000000000000000800800001000000010FF808
0808082808000000000000010000000000000000
4400000000000002000808080808082808000001
0000002000000000010000010300001F3F7FFFF
EFC808080F88482B9BD0000000080000000707 0
70301000000F8F0E0C0C0E0703F*
1915 DATA 7348
1920 DATA "0000000010000000400200000000
0000000000000800010000000800000000000000
000000B008000000000080000000001000000000
0B0000000004000000 10000E0F0B824722100000
0001000000100000400100000400000000000100
000003F403F020208F0000000400000000000000
0040000088000040000000000000*
1925 DATA 1912
1930 DATA "0100000010004000000002000000
40007030300200000 0FFFFFF1F1F1F1F1F00001
0000400000000001000000002000000042000000
0001F1F1F1F1F1F1F1F000200001000000000200
```

```
D0000000008000040000400000001F1F1F1F1F1F1
F1F000004000000800000000010000004000000 2
1030307471F1F1FFFFFFFFFFFFF"
1935 DATA 3670
1940 DATA "F8F8F8F8F8F8F8F8BDBDBDBDBDBDBDB
DBD3F20202020202020FC04040404040404F8F8F
8F8F8F8F8F8BDBDBDBDBDBDBDBDBD2020202020202
020040404040404040424F8F8F8F8F8F8F8F8BDBDB
DBDBDBDBDBDBD2020202020202020545424242424242
404F8F8F8F8F8F8F8F8BDBDBDBDBDBDBDBDBD20202
0202020203F04040404040404FC"
1945 DATA 16046
1950 DATA "BDBDBDBDBDBDBDBDBD0001030707070
707FFFFFFFFFFFFF9F0FFFFFFFFFFFFFFFFBDBDB
DBDBDBDBDBDBD0707070707070707F0F0F0F0F0F8F
FF0FF7F00000000FF00BDBDBDBDBDBDBDBDBD07070
70706050705EFDFBF7FFFFFFFFFFFFFFFFFFFFFF
FFFBDBDBDBDBDBDBDBDBDBD0000200004000000FF3F0
F07030307CFFFFFFFFFFF808080"
1955 DATA 18928
1960 DATA "FFFFFFFFFFFFFFFFC0E0F4F8F8F8F
8F8000001000000000003F3F3F3F3F3F3F3FFFFF0
3010103FF03F8F8F8F8F8F8F8F8F80000000010000
0003F3F3F3F3E3C3830FDFEFFFFFFFFFFFFF8F87
8B8D8E8F8EB0000000000200000000000000000000
000FFFFFFFFFF7F3F1FC0C08387CFFFFFFF00000
080C0E0E0E00040000000000000"
1965 DATA 15670
1970 DATA "FFFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFE0C08
0000008000000000020000000000F07070303010
000FFFFFFFFFFF1F1F000000001100000000000
020000000000000000000020001F1F1F1F1F1F1
F1F000000000000004000000000110000000000
000001100001F1F1F1F1F1F1F1F"
1975 DATA 11047
1980 DATA "F8F8F8F8F8F8F8F8B9B3A58991A1C
3870000000000FFFFFF0000000000FFFFFFFFFFF
8F8F8F8F8F8FFFF0000070B1422FFFF0000FF00F
F00FFFF0000C0102844F8F8F8F8F8F8F8F841800
00000000400FF0000004200000B301000000100
000F8F8F8FFFFFFFFFF000000FFFFFFFFFF00000
0FFFFFFFFF000000FFFFFFFFF"
1985 DATA 17733
1990 DATA "9DD7A5918985C3E10100000000000
000FFFF7F3F1F0F0703C0E0F0F8FFFFF8F0FFFF0
00000000800FFFF0000000400000FFFF000000000
000FFFF0000040000000000000010000000000008
0000007081400001000FF00FF0800000000E010
28000000FFFFFFFFFF224180FFFFFFFFFF00FF00
FFFFFFFFFF44B201FFFFFFFFF"
1995 DATA 12861
2000 DATA "0F07030140000000FFFFFFFFFF000
000E0E0E0C0800200000000000000000000FFFF0
00020000000FFFF0B00000B0000FFFF000000001
000FFFF000800000000000000200000000000000
800000400000000000002000000020508102000000
000000000FFFFFFFFF000000FFFFFFFFF00000
0FFFFFFFFF000000FFFFFFFFF"
2005 DATA 9680
2010 DATA "0000000000000010004000000000
000000000000000001F1F1F1F1F1F1F1FFFFF0
000000000FFFFF004000000080FFFF000100100
000FFFF1F1F1F1F1F1F003C817E0000000040A01
00B040000000000100000000001F1F1F1F1F1F1
F1F000000FFFFFFFFFF000000FFFFFFFFFF00000
0FFFFFFFFFF1F1F1FFFFFFFFFF"
2015 DATA 9042
2020 DATA "FFFFFFFFFFFF8F8F8"+B$+B$+B$+C$
+E$+F$+F$+C$+F$+E$+F$+C$+F$+F$+E$
2025 DATA 24072
2030 DATA B$+B$+B$+B$+F$+H$+F$+E$+F$+H$+
F$+E$+F$+H$+F$+E$
2035 DATA 17376
2040 DATA B$+B$+B$+B$+E$+F$+H$+F$+E$+F$+
H$+F$+E$+F$+H$+F$
2045 DATA 17376
2050 DATA B$+B$+B$+"FFFFFFFFFF1F1F1F"+F$
+F$+E$+D$+F$+E$+F$+D$+E$+F$+F$+D$
2055 DATA 18213
2060 DATA C$+F$+F$+F$+C$+H$+H$+H$+C$+F$+
F$+F$+C$+E$+E$+E$
2065 DATA 20212
2070 DATA E$+H$+F$+E$+H$+H$+H$+H$+F$+H$+
E$+E$+E$+H$+E$+E$
2075 DATA 13236
2080 DATA E$+F$+H$+E$+H$+H$+H$+H$+E$+E$+
H$+F$+E$+E$+H$+E$
2085 DATA 13236
2090 DATA F$+F$+F$+D$+H$+H$+H$+D$+F$+F$+
F$+D$+E$+E$+E$+D$
2095 DATA 13268
2100 DATA C$+E$+E$+E$+C$+F$+F$+F$+C$+H$+
H$+H$+C$+F$+F$+F$
2105 DATA 20212
2110 DATA E$+H$+E$+E$+F$+H$+E$+E$+H$+H$+
H$+H$+E$+H$+F$+E$
2115 DATA 13236
2120 DATA E$+E$+H$+E$+E$+E$+H$+F$+H$+H$+
H$+H$+E$+F$+H$+E$
2125 DATA 13236
2130 DATA E$+E$+E$+D$+F$+F$+F$+D$+H$+H$+
H$+D$+F$+F$+F$+D$
2135 DATA 13268
2140 DATA C$+F$+F$+E$+C$+F$+E$+F$+C$+E$+
F$+F$+"F8F8F8FFFFFFFFFF"+G$+G$+G$
2145 DATA 24072
2150 DATA F$+H$+F$+E$+F$+H$+F$+E$+F$+H$+
F$+E$+G$+G$+G$+G$
2155 DATA 17376
2160 DATA E$+F$+H$+F$+E$+F$+H$+F$+E$+F$+
H$+F$+G$+G$+G$+G$
2165 DATA 17376
2170 DATA E$+F$+F$+D$+F$+E$+F$+D$+F$+F$+
E$+D$+G$+G$+G$+"1F1F1FFFFFFFFFF"
2175 DATA 18213
2180 DATA "FFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFBF
9F9F9F8F8F8FFFFFFFFFFFFFF7FFFFFFFFFFFFFF
FFFFFFFFFFFFFFFFFFF8F8F8F8F8F8F8F83E3E1
E1F0F070300FFFF7F3F9FFFFF00FFFFFFFFFFFFF
F00F8F8F8F8F8F8F8F8000000000000000000000
0000000000000000000000000"
2185 DATA 23481
2190 DATA "FFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFEFEFEFFFFFFFFFFFC04040FFFFF
FFFFFFFFFFFFFFFFFFFFEFFF8F0EFDCB870E0C00
0000000000000000000FFFFE7CF9CF0E000E0C08
0000000000000000000000000000000000000000
0000000000000000000000000000000000000000
0000000000000000000000000000000000000000
```

```
F1F1F3F3F3FFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFF000000000101010007F7FFFFFFFFFFFF8FFFFF
FFFFFFFC000FFFFFFFFFC000000"
2275 DATA 16624
2280 DATA "000000000000000000000000000000
000000000000000000000000000000000000008
080B0C0C0C0000000000000000000000000000
000000000000000000E0E0E0F0F0F8FBFC00000
000000000000000000000000000000000000000
000FCFEFFF0000000000000000000000000000
00000000000103070F1F3F7FFF"
2285 DATA 4363
2290 DATA "000000000000000004020100000000
0000B10E000000000001F1F1F1F1F1F1F1F00000
000000000000000000000000000FF7F3F1F0F070
707FFFFFFFFFFFFFFF0000000000000000000000
000000000007070707070707FFFFFFFFFFFFF
FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFFFFFFFFFFF"
2295 DATA 13311
2300 DATA "FDFDFDFDFDFDFDFDF7FBFDFDFDFDF
DFDFFFFFFFFFFFFFFF0000000000000000FDFDF
DFDFDFCFFFFDFDFDFDFD01FFFFFFFFFFFFFFFFF
FF1F3F7EFDFBF700FFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFFFFFFFFFFF"
2305 DATA 29469
2310 DATA "000000000000000000000000000000
000000000000000000000000000000000BF7EF
DFBF7EF00FF7EFDFBF7EFDF00FFFDFBF7EFDFBF0
0FFFBF7EFDFBF7F00FFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFFFFFFFFFFF"
2315 DATA 22668
2320 DATA "000000000000000000000000000000
0000103070F1F3F7FFFFFFFFFFFFFFFFFFFF7EFD
FBF7EFD00FFEFDFBF7EFDFB00FFDFBF7EFDFBF70
0FFBF7EFDFBF7EF00FFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFFFFFFFFFFF"
2325 DATA 25042
2330 DATA "FFFFFFFFFFFFFFFFF0EFDFBF7D7D7
D001FEFF7FBBDBDBD00FFFFFFFFFFFFFFFF7EFDF
BF7EFDF00FFFEFDFBF7EFDF00FFFDFBF7EFDFBF0
0FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFFFFFFFFFFFFF"
2335 DATA 30018
8900 PAUSE 250
```

LISTING 3

```
1 REM    PICTURE DESIGNER...
3 BORDER 5: PAPER 4: INK 0: CLS
4 GO SUB 9000
5
6 BORDER 4: PAPER 4: INK 0: CLS
7 POKE 23658,8: LET LOOP=0
8 LET X=1: LET Y=1
9 LET TRACE=0
10 PRINT AT 0,0; INK 6; BRIGHT 1;"SCRE
EN DRAWER - BY D.SMITH.."'' INK 0;" USE
THIS PROGRAM TO DRAW YOUR  OWN SCREEN DI
SPLAY'S WHICH CAN  BE LOADED IN TO MY MI
XER PROGRAM"
11 PRINT AT 6,18;"KEYS...";AT 8,18;"US
E CURSOR,";AT 10,18;"I-INK PIXEL,";AT 12
,18;"P-PAPER PIXEL,";AT 14,18;"F-FILL,C-
CLS,";AT 16,18;"O-OUTER LINE,";AT 18,18;
"E-EXIT.."
12 IF TRACE=0 THEN  PLOT X,Y: PLOT  OV
ER 1;X,Y
13 IF TRACE=1 THEN  PLOT X,Y
14 LET A$=INKEY$
15 IF A$="" THEN  GO TO 12
18 IF TRACE=0 THEN  PLOT X,Y: PLOT  OV
ER 1;X,Y
19 IF TRACE=1 THEN  PLOT X,Y
20 IF A$="5" AND X>1 THEN  LET X=X-1
21 IF A$="8" AND X<128 THEN  LET X=X+1
22 IF A$="6" AND Y>0 THEN  LET Y=Y-1
23 IF A$="7" AND Y<128 THEN  LET Y=Y+1
24 IF A$="I" THEN  FOR N=0 TO 20: BEEP
.02,N: NEXT N: PRINT AT 20,18; INK 3; F
LASH 1;"INK ON.": LET TRACE=1: GO TO 12
25 IF A$="P" THEN  FOR N=0 TO 30: BEEP
.02,N: NEXT N: PRINT AT 20,18;"
": LET TRACE=0: PLOT  OVER 1;X,Y
26 IF A$="F" THEN  GO SUB 400: LET X=6
4: LET Y=64
30 IF A$="X" AND X>5 THEN  LET X=X-5:
IF TRACE=1 THEN  PLOT  OVER TRACE;X,Y: D
RAW 5,0
31 IF A$="(" AND X<123 THEN  LET X=X+5
: IF TRACE=1 THEN  PLOT  OVER TRACE;X,Y:
 DRAW -5,0
32 IF A$="&" AND Y>6 THEN  LET Y=Y-5:
IF TRACE=1 THEN  PLOT  OVER TRACE;X,Y: D
RAW 0,5
33 IF A$="'" AND Y<123 THEN  LET Y=Y+5
: IF TRACE=1 THEN  PLOT  OVER TRACE;X,Y:
 DRAW 0,-5
34 IF A$="E" THEN  GO TO 60
35 IF A$="O" THEN  GO SUB 51
37 IF A$="C" THEN  FOR N=0 TO 10: BEEP
.02,N: NEXT N: CLS : GO TO 7
49 FOR N=0 TO 20: NEXT N
50 GO TO 12
51 REM ** OUTER BOX **
52 PLOT 0,0: DRAW 128,0: DRAW 0,128: D
RAW -128,0: DRAW 0,-128
53 PLOT 1,1: DRAW 126,0: DRAW 0,126: D
RAW -126,0: DRAW 0,-126
54 PLOT 2,2: DRAW 124,0: DRAW 0,124: D
RAW -124,0: DRAW 0,-124
55 PLOT 3,3: DRAW 122,0: DRAW 0,122: D
RAW -122,0: DRAW 0,-122
56 PLOT 4,4: DRAW 120,0: DRAW 0,120: D
RAW -120,0: DRAW 0,-120
57 LET X=10: LET Y=10: LET TRACE=0: RE
TURN
60 GO SUB 500
61 PRINT AT 6,18;"                ";AT 7,1
8;"PICTURE NO.  ";AT 8,18;"            "
;AT 9,18;"  2-4       "
63 FOR N=10 TO 20: PRINT AT N,18;"
        ": BEEP .02,N: NEXT N
64 PRINT AT 15,18; INK 6; BRIGHT 1; FL
ASH 1;"PLEASE WAIT.";AT 17,18; INVERSE 1
;"STORING.."
65 INPUT "PICTURE NO.. ";NO
66 IF NO<2 OR NO>4 THEN  GO TO 65
67 IF NO=2 THEN  LET S=186
68 IF NO=3 THEN  LET S=202
69 IF NO=4 THEN  LET S=218
70 LET OLDS=S: LET LOOP=0
71 LET XPOS=1: LET YPOS=128: GO SUB 30
0
72 LET S=S+1: LET XPOS=33: LET YPOS=12
8: GO SUB 300
73 LET S=S+1: LET XPOS=65: LET YPOS=12
8: GO SUB 300
74 LET S=S+1: LET XPOS=97: LET YPOS=12
8: GO SUB 300
75 REM
76 LET S=S+1: LET XPOS=1: LET YPOS=97:
 GO SUB 300
77 LET S=S+1: LET XPOS=33: LET YPOS=97
: GO SUB 300
78 LET S=S+1: LET XPOS=65: LET YPOS=97
: GO SUB 300
79 LET S=S+1: LET XPOS=97: LET YPOS=97
: GO SUB 300
80 REM
```



```
81 LET S=S+1: LET XPOS=1: LET YPOS=65:
 GO SUB 300
82 LET S=S+1: LET XPOS=33: LET YPOS=65
: GO SUB 300
83 LET S=S+1: LET XPOS=65: LET YPOS=65
: GO SUB 300
84 LET S=S+1: LET XPOS=97: LET YPOS=65
: GO SUB 300
85 REM
86 LET S=S+1: LET XPOS=1: LET YPOS=33:
 GO SUB 300
87 LET S=S+1: LET XPOS=33: LET YPOS=33
: GO SUB 300
88 LET S=S+1: LET XPOS=65: LET YPOS=33
: GO SUB 300
89 LET S=S+1: LET XPOS=97: LET YPOS=33
: GO SUB 300
```

```
 90 REM **
 91 CLS
 92 LET A=-4: FOR X=OLDS TO OLDS+3
 93 POKE 23676,X: LET A=A+4
 94 PRINT AT 6,A; PAPER 4;"ABCD";
AT 7,A;"EFGH";AT 8,A;"IJKL";A
T 9,A;"MNOP"
 95 NEXT X
 96 LET A=-4: FOR X=OLDS+4 TO OLDS+7: L
ET A=A+4: POKE 23676,X
 97 PRINT AT 10,A; PAPER 4;"ABCD"
;AT 11,A;"EFGH";AT 12,A;"IJKL
";AT 13,A;"MNOP"
 98 NEXT X
 99 LET A=-4: FOR X=OLDS+8 TO OLDS+11:
LET A=A+4: POKE 23676,X
 100 PRINT AT 14,A; PAPER 4;"ABCD"
;AT 15,A;"EFGH";AT 16,A;"IJKL
";AT 17,A;"MNOP"
 101 NEXT X
 102 LET A=-4: FOR X=OLDS+12 TO OLDS+15:
 POKE 23676,X: LET A=A+4
 103 PRINT AT 18,A; PAPER 4;"ABCD"
;AT 19,A;"EFGH";AT 20,A;"IJKL
";AT 21,A;"MNOP"
 104 NEXT X
 105 IF LOOP=1 THEN  RETURN
 106 INPUT "ENTER FILE NAME TO SAVE AS .
.... ";N$
 107 IF N$="" OR LEN N$>10 THEN  GO TO 1
06
 108 IF NO=2 THEN  LET PLACE=47704
 109 IF NO=3 THEN  LET PLACE=51800
 110 IF NO=4 THEN  LET PLACE=55896
```

MIXER

```
 111 SAVE N$ CODE PLACE,4000
 112 PRINT #1;"ALL SAVED...": PAUSE 0: R
UN
 199 STOP
 200 REM ** SET UP UDG'S **
 300 REM ***
 301 LET T=0: DIM A(8)
 302 POKE 23676,S
 303 FOR O=YPOS TO YPOS-32 STEP -8: FOR
N=XPOS TO XPOS+31 STEP 8: FOR C=0 TO 0-8
 STEP -1
 304 DIM A(8)
 305 FOR G=0 TO 7
 306 IF POINT (N+G,C)=1 THEN  LET A(G+1)
=1
 307 IF POINT (N+G,C)=0 THEN  LET A(G+1)
=0
 308 NEXT G
 309 LET TOTAL=A(1)*128+A(2)*64+A(3)*32+
A(4)*16+A(5)*8+A(6)*4+A(7)*2+A(8)*1
 310 POKE USR "A"+T,TOTAL
 311 LET T=T+1: NEXT C: LET T=T-1: NEXT
N: NEXT O
 312 RETURN
 400 REM ** FILL **
 401 DIM X(1000): DIM Y(1000)
 402 LET XS=X: LET YS=Y
 403 LET HEAD=0: LET TAIL=0
 404 GO SUB 450
 405 IF HEAD>1000 THEN  RETURN
 406 LET TAIL=(TAIL+1)
 407 LET XT=X(TAIL): LET YT=Y(TAIL)
 410 IF POINT (XT+1*1,YT)=0 THEN  LET XS
=XT+1*1: LET YS=YT: GO SUB 450
 420 IF POINT (XT-1*1,YT)=0 THEN  LET XS
=XT-1*1: LET YS=YT: GO SUB 450
 430 IF POINT (XT,YT+1)=0 THEN  LET XS=X
T: LET YS=YT+1: GO SUB 450
 440 IF POINT (XT,YT-1)=0 THEN  LET XS=X
T: LET YS=YT-1: GO SUB 450
 442  IF HEAD=TAIL+1 THEN  RETURN
 444 GO TO 405
 450 PLOT XS,YS
 460 LET HEAD=(HEAD+1)
 470 IF HEAD>1000 THEN  RETURN
 475 LET X(HEAD)=XS: LET Y(HEAD)=YS
 480 RETURN
 500 REM ** OPTIONS **
 501 FOR N=8 TO 20: PRINT AT N,18;"
        ": BEEP .02,N: NEXT N
 502 PRINT AT 8,18; INK 3; FLASH 1; BRIG
HT 1;"OPTION'S.."
 503 PRINT AT 10,18;"S-STORE,";AT 12,18;
"Q-QUIT,";AT 14,18;"L-LOAD.."
 504 POKE 23658,8
 505 IF INKEY$="S" THEN  RETURN
 506 IF INKEY$="L" THEN  GO TO 550
 507 IF INKEY$="Q" THEN  STOP
 508 GO TO 505
 510 REM ** LOAD **
 550 LET LOOP=1
 551 INPUT "ENTER FILE NAME...";N$
 552 IF LEN N$>10 THEN  GO TO 551
 553 INPUT "ENTER PICTURE NUMBER(2 TO 4)
";NO
 554 IF NO<2 OR NO>4 THEN  GO TO 553
 555 IF NO=2 THEN  LET PLACE=47704: LET
OLDS=186
 556 IF NO=3 THEN  LET PLACE=51800: LET
OLDS=202
 557 IF NO=4 THEN  LET PLACE=55896: LET
OLDS=218
 558 LOAD N$ CODE PLACE,4000
 559 GO SUB 90
 560 GO TO 8
8999 STOP
9000 REM ** INSTRUCTION **
9001 PRINT  INK 6; FLASH 1; BRIGHT 1;AT
0,9;"SCREEN DRAWER."
9002 PRINT AT 4,0;"  THIS PROGRAM WILL A
LLOW YOU TODRAW YOUR OWN PICTURE WHICH C
AN BE SAVED ON TO TAPE , WHICH THENCAN B
E LOADED ON TO THE MAIN    MIXER PROGRAM
..SO LONG AS YOU   KNOW THE CODE NAME FO
R THAT     LEVEL.."
9003 PRINT ''' INK 6; FLASH 1; BRIGHT 1;
" OPTIONS. "; INK 0; FLASH 0; BRIGHT 0;'
'   O-OUTER LINE.."''"THIS COMMAND DRAWS
 A BOX AROUND THE PICTURE AREA.."
9005 GO SUB 9090
9006 PRINT AT 0,0; INK 6; FLASH 1; BRIGH
T 1;"OPTIONS..."
9007 PRINT AT 4,0;"F-FILL..."'" TO USE
THIS OPTION SIMPLY PLACETHE CURSOR INSID
E  THE ITEM WHICH YOU WISH TO FILL IN."'
'"NOTE...IF THE AREA IS TO LARGE  THE CO
MPUTER WILL ONLY FILL HALFOF IT IN..."
9008 PRINT ''"ALSO..ONCE THE COMPUTE HAS
     FINISHED THIS ROUTINE THE CURSORWIL
L BE RETURNED TO THE CENTRE  OF THE SCRE
EN..."
9009 GO SUB 9090
9010 PRINT AT 0,0; INK 6; FLASH 1; BRIGH
T 1;"OPTIONS..."
9011 PRINT '''"I-INK PIXEL..."'" THIS O
MMAND WILL TURN ON THE  INK PEN,WHICH WI
LL ALLOW YOU TO MOVE AROUND THE SCREEN D
RAWING ALINE BEHIND YOU.."''"P-PAPER PI
XEL..."'" THIS COMMAND WILL TURN OFF TH
E INK AND YOU WILL BE ABLE TO DRAWOVER L
INES, THIS WILL BLANK THEMOUT.."
9012 GO SUB 9090
9013 PRINT AT 0,0; INK 6; FLASH 1; BRIGH
T 1;"OPTIONS..."
9014 PRINT '''"C-CLS..."'" THIS COMMAND
 WILL ERASE THE    PICTURE WHICH YOU HAV
E DONE.."''"E-EXIT..."'" THIS COMMAND
WILL ALLOW YOU TO EXIT THE DRAWING MODE.
          ONCE YOU HAVE PRESSED THIS YOU
  WILL BE SHOWN THREE NEW COMMANDSWHICH
ARE AS FOLLOWS:-"
9015 GO SUB 9090
9016 PRINT AT 0,0; INK 6; FLASH 1; BRIGH
T 1;"NEW COMMANDS..."; INK 0; FLASH 0; B
RIGHT 0;'''"S-STORE PICTURE."'" WITH TH
IS COMMAND YOU WILL BE  ABLE TO STORE TH
E PICTURE AT A  CHOOSEN AREA (2 - 4) THI
S IS THELEVEL OF THE MAIN MIXER GAME....
"
9017 PRINT ''" STORING THIS TAKES A VERY
 LONG TIME - AT LEAST HALF AN HOUR !! AS
 THE COMPUTER HAS TO FIRST    STORE ALL
THE SCREEN PIXELS,THENIT HAS TO SORT THE
SE OUT IN TO  U.D.G'S...."
9018 GO SUB 9090
9019 PRINT AT 0,0; INK 6; BRIGHT 1; FLAS
H 1;"NEW OMMANDS..."
9020 PRINT '''"L-LOAD..."'" THIS COMMAN
D WILL LOAD A SCREENBACK ONTO THE COMPUT
ER FOR ALTER-ATIONS..-REMEMBER THE LEVEL
-.."
9021 PRINT '''"Q-QUIT..."'" THIS WILL A
LLOW YOU TO EXIT THEPROGRAM COMPLETLY.."
9090 PRINT #1;"ANY KEY..."
9091 PAUSE 0: CLS : RETURN
9999 STOP
```

WHEN SUPERPOWERS COLLIDE

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Germany 1985
NATO forces must repel the Soviet invasion of West Germany.

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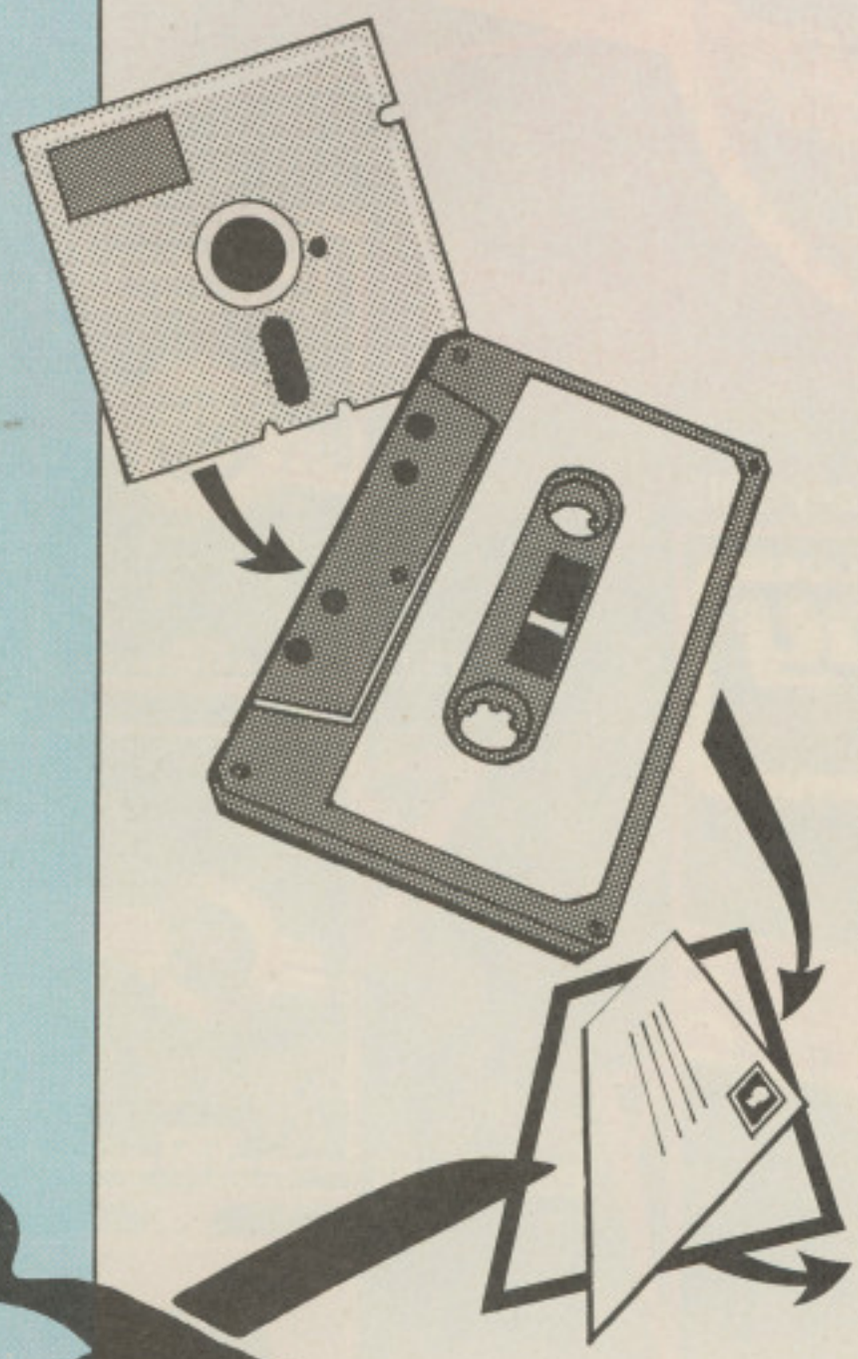
PROGRAM SUBMISSIONS



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SAM SHOVEL AND THE TAPES OF TERROR PART 3

SAM SHOVEL, KIDNAPPED BY WURRM IS CARRIED THRU THE LABYRINTH OF TUNNELS BENEATH SINN CITY TO THE LAIR OF HIS MYSTERIOUS MASTER....

EVEN WURRM SHUDDERS AT THE DOOR OF HIS MASTER'S CHAMBER BUT WITH TREMBLING HANDS HE PUSHES BACK THE MIGHTY PORTALS TO STEP INTO THE PRESENCE OF...

2 EXTRA PINTS PLEASE

GULAG THE DESTROYER!!

AH, THE INQUISITIVE MISTER SHOVEL, WE MEET AT LAST! NOW, BEFORE YOU DIE I SHALL SATISFY YOUR CURIOSITY. WHY DID I SEND WURRM TO DESTROY MASTERTRONIC? BECAUSE FRIENDS OF THOSE VILE EARTHLINGS WERE SMUGGLING THEIR CURSED GAMES INTO THE RANKS OF MY ARMY ON THE PLANET DRONGO

STONE ME!

PRETTY SOON, INSTEAD OF HELPING ME TO DEFEAT AND ENSLAVE THE PEOPLE OF OTHER PLANETS, ALL MY SOLDIERS WANTED TO DO WAS PLAY MASTERTRONIC GAMES! THIS DID NOT HAPPEN WITH ORDINARY GAMES SO I DECIDED THAT MASTERTRONIC MUST BETERMINATED!

LOOSEN HIS BONDS! ON YOUR KNEES SHOVEL - I AM GULAG THE DESTROYER!

I DON'T CARE IF YOU'RE ELVIS PRESLEY OR THE TOOTH FAIRY — NOBODY MESSES WITH SAM — DRINK, LEADEN DEATH!

"DRINK LEADEN DEATH" WHO WROTE THIS SCRIPT?

WILL SAM TRIUMPH OVER GULAG AND NASTY OLD WURRM...

The Battle
by Bergur Ragnarsson

This two player game for the Commodore 64 comes from Iceland. Regular gamers may recognise it, (it's not a new idea) but the program is short and easy to type in and is all in machine code.

There are three methods of control — both joysticks, black plays port 2 and white plays port 1. Keyboard and joystick where port 2 is used by black and white uses the keyboard. And keyboard control only. Keyboard controls are:—

Black: W up, A left, D right, Z down.
White: . up, : left, = right, / down.

The program comes in two parts. A basic setter upper, that pokes the appropriate locations and relocates Basic. And a Basic data loader that pokes in the machine code. Run these in sequence and you will be left with a one line program that contains one SYS call. Run this and you're away.

THE BOOT 86

LISTING 1

```
0 POKE 4096,0:POKE 44,16:NEW

READY.
```

LISTING 2

```
0 FOR A=2049 TO 2891
1 READ D:IF N=17 THEN GOSUB 4:GOTO 1
2 POKE A,D:P=P+D AND 255:N=N+1:NEXT
3 READ D:GOSUB 4:POKE 44,8:POKE 45,76:PO
KE 46,11:CLR:END
4 L=PEEK(63):IF P-D THEN PRINT "ERROR AR
OUND LINE";L:END
5 PRINT "LINE";L;"OK":P=0:N=0:RETURN
6 DATA 11,8,0,0,158,50,48,54,49,0,0,0,12
0,169,13,162,8,82
7 DATA 141,250,255,142,251,255,160,0,132
,2,132,3,140,21,208,169,1,214
8 DATA 153,0,4,153,0,5,153,0,6,153,232,6
,169,5,153,0,216,128
9 DATA 153,0,217,153,0,218,153,232,218,2
00,208,225,169,59,141,17,208,11
10 DATA 141,32,208,141,33,208,169,24,141
,24,208,141,22,208,32,6,9,211
11 DATA 152,32,40,10,32,44,9,169,254,32,
28,10,77,0,220,41,16,142
12 DATA 208,244,32,6,9,32,38,10,32,44,9,
32,35,9,136,48,250,150
13 DATA 32,38,10,169,100,133,21,133,22,1
69,39,133,19,169,120,133,20,180
14 DATA 169,4,133,24,10,133,23,169,255,1
41,0,220,77,0,220,41,15,98
15 DATA 208,5,160,0,32,151,10,133,16,32,
93,10,32,126,10,232,169,139
16 DATA 255,32,28,10,41,31,208,5,160,5,3
2,151,10,133,17,32,93,219
17 DATA 10,32,126,10,32,35,9,169,1,133,8
,166,19,164,21,32,191,134
18 DATA 9,165,11,133,26,6,8,166,20,164,2
2,32,191,9,162,0,165,9
19 DATA 11,208,6,165,26,208,28,240,169,1
60,85,165,26,208,10,160,96,179
20 DATA 169,0,56,248,117,2,149,2,152,32,
40,10,32,77,9,76,93,240
21 DATA 8,160,108,232,208,233,162,31,160
,64,132,7,169,0,133,6,198,219
22 DATA 7,136,145,6,208,251,202,208,246,
169,255,153,32,32,200,208,250,148
23 DATA 96,162,255,236,18,208,208,251,23
2,96,160,8,162,0,32,191,9,20
24 DATA 162,159,32,193,9,164,10,200,192,
200,144,239,202,160,8,32,191,249
25 DATA 9,160,199,32,191,9,202,208,243,1
60,32,169,255,153,255,31,153,157
26 DATA 31,33,136,208,247,132,9,200,132,
10,200,132,8,165,2,32,111,252
```

```
27 DATA 9,169,144,133,9,70,8,165,3,72,74
,74,74,74,32,122,9,217
28 DATA 104,41,15,9,48,170,169,33,133,1,
169,104,133,7,138,10,10,14
29 DATA 10,38,7,133,6,160,0,177,6,133,25
,162,8,6,25,144,3,19
30 DATA 32,195,9,230,9,202,208,244,24,23
0,10,230,6,165,6,41,7,56
31 DATA 240,8,165,9,233,7,133,9,176,219,
165,10,233,7,133,10,169,134
32 DATA 37,133,1,96,132,10,134,9,165,9,1
0,72,169,32,105,0,133,223
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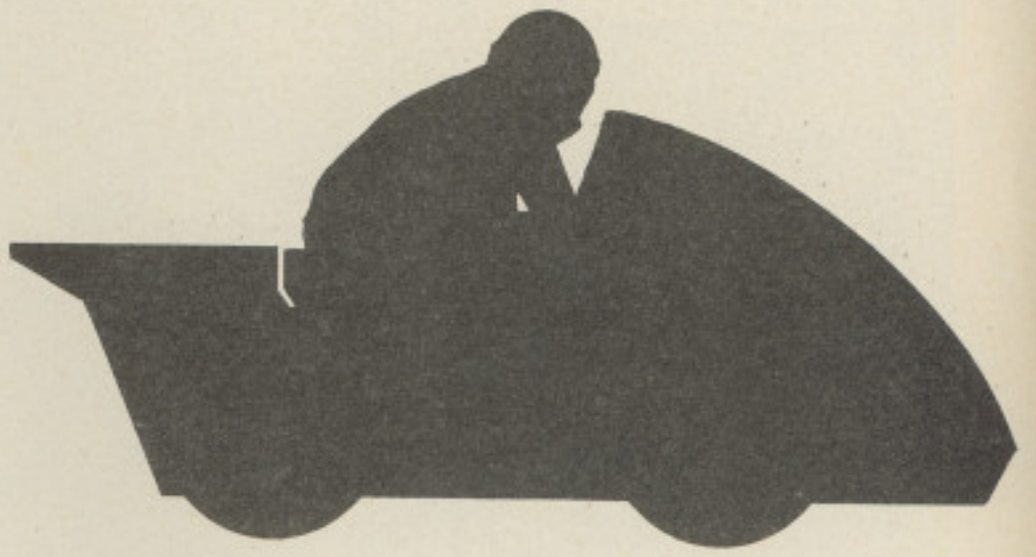

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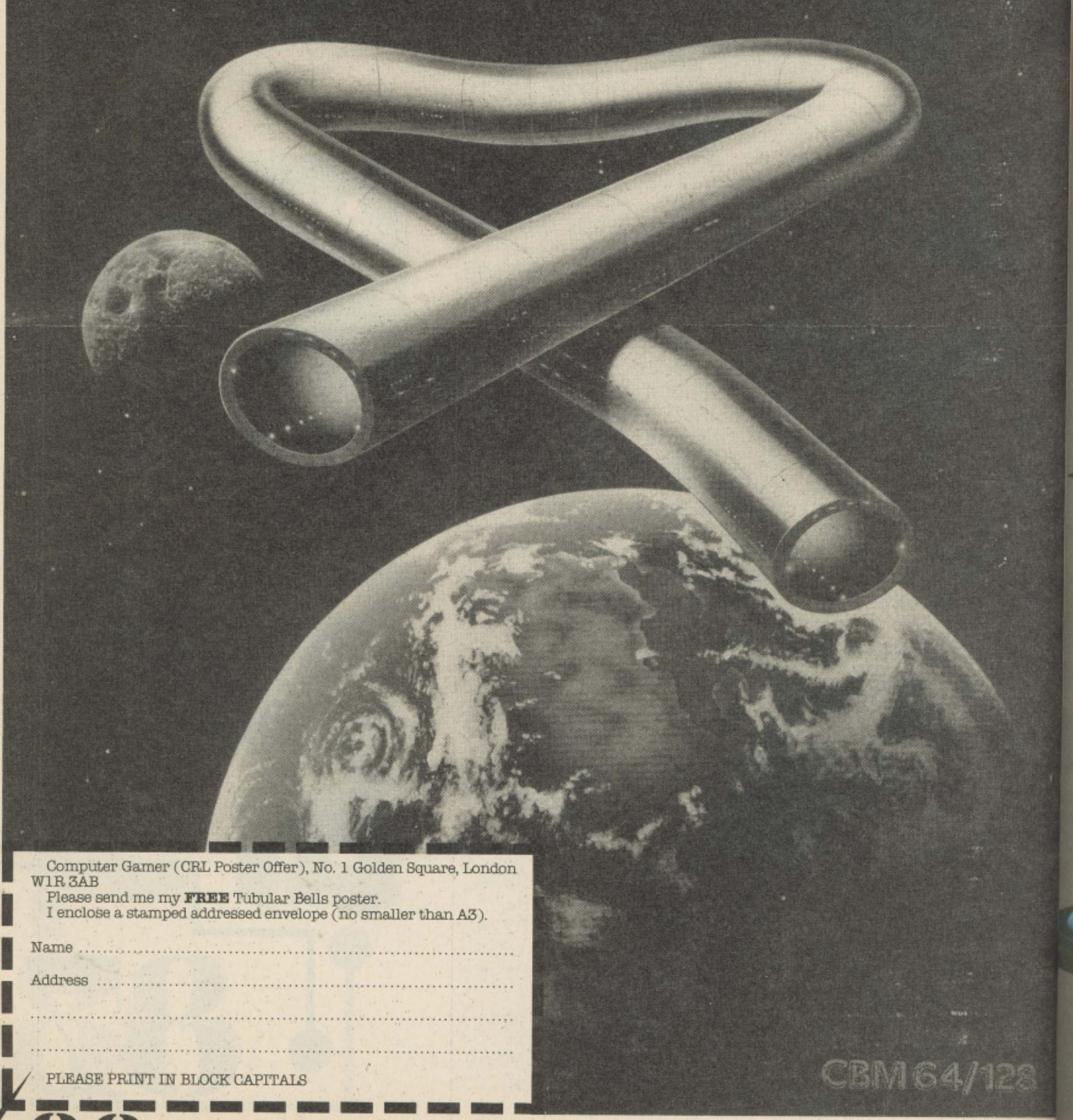

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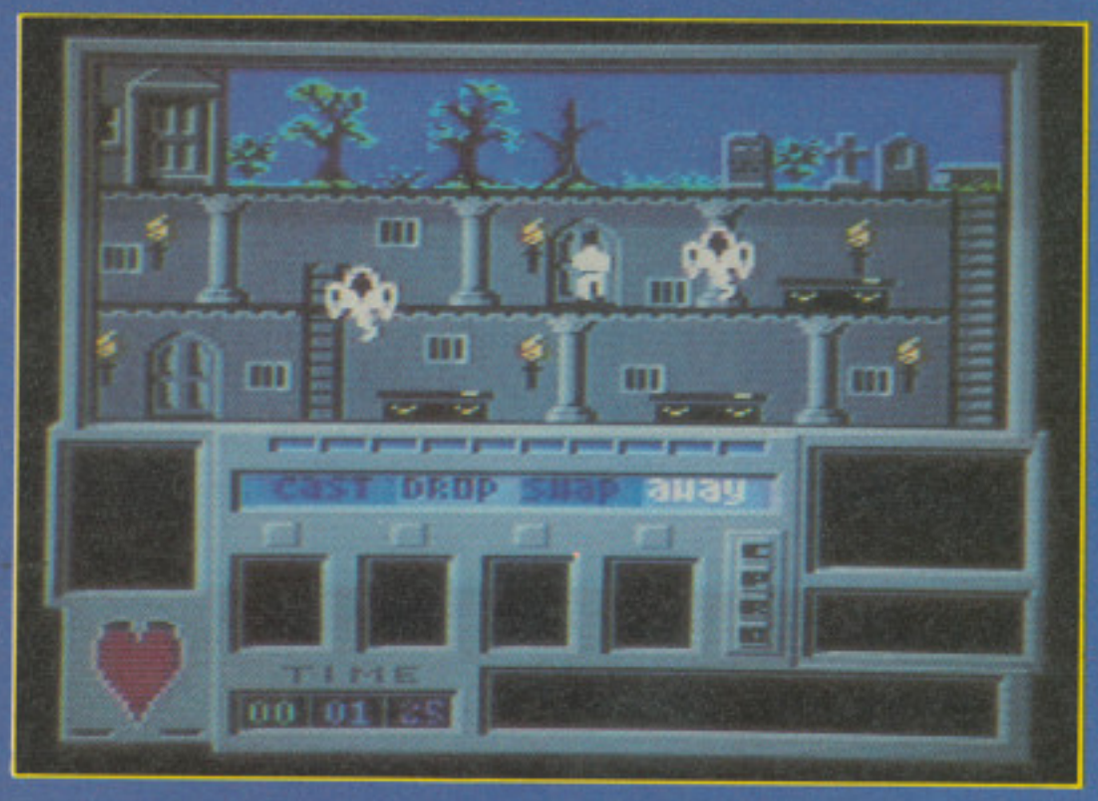
TIMETRAX

Time Travel, the Dark Ones and runes are all part of this new arcade adventure



Ghosts and Spectres await you in a Gothic house

Ice Age, 10,000 years BC

Timetrax

Good has lost the battle with Evil. If the Bomb going off wasn't enough your troubles are far from over.

Somehow you managed to survive the holocaust in your own cellar along with six candles, two tins of beans and a boffin called Uriah Winterbottom MSC who is now unfortunately slumped dead in the only armchair left in Clapham.

Before he shuffled off this mortal coil he had been babbling about how he had nearly beaten the Dark Ones who were now pouring through time portals to disrupt earth history.

Your job is simple. Travel through time battling against the dark ones minions until you find and collect 8 objects that belonged to the 8 great Minds of Creation. This will stop them probing through time to look for them and allow you to collect enough runes to cast the spell that will seal up the portals and repair the fabric of time. All on two tines of beans!

Getting Started

Timetrax is a joystick controlled adventure played on 21 screens of action spread throughout 7 time zones.— You begin the game in your three floored, fully furnished bunker. Unfortunately everything useful is hidden away including your trusty gun.

Since this is one of the few objects that begin the game in the same room, you soon track it down, but just as you find it behind the cooker and start looking for some bullets, two strange characters appear with jetpacks on their backs!

You dive through a door but there's more of them in here.

A strange flickering portal suddenly appears in front of you. You dive through and find yourself in a frozen wasteland.

The portal disapperars leaving you trapped in the Ice Age, 10,000 BC.

This is the pattern of how most of your attempts will begin as you hop through time trying to find something to help while keeping an eye out for any of the Dark Ones minions. These must be avoided at all costs as they quickly drain your strength and finally kill you.

Soon you'll begin to find a few of the games objects that will dramatically increase your chances of survival. Such as the gun and bullets that will allow you to shoot the jetmen, potions to heal you and perhaps even one of the objects belonging to the great minds.

However, even at this stage you have only begun to scratch the surface of this massive game.

Time Travel

Learning how the time portals work is the key to playing the game as once you've finally mapped the 10 minute sequence you can not only predict where and when a portal will appear but also where it leads to.

Your bunker and the Ice Age are just two of the seven time zones with each posing different problems and hazards.

In the Ice Age the jetmen are replaced by giant flying insects and the furniture by holes in the ice. The doors are now caverns in the ice and the steps are cut out of the frozen landscape. Unfortunately you will also have to deal with slippery slopes and sharp stalagmites.

In the dawn of man (50,000 BC) strange plants and huts are scattered throughout the forest. Here the hazards are winged serpents and swamps.

Finally you will also do battle with ghosts and spectres in a gothic house, dragonettes in an Egyptian setting, gargoyles in the dark ages and giant flies in the post holocaust wilderness.

Screen Display

The game is played on a split screen display with the top half showing three levels of the current time zone. In this screen our hero can climb between floors, search objects and move through doors and portals to other screens.

The lower half of the screen contains a command menu duckshoot through which you can look for, take, drop, swap and use objects that you find. Below this is a heart shaped energy gauge, a clock (essential to plot the time portals) and storage windows for up to four objects and ten rune tiles.

The objects that you may find include weapons such as a gun or crossbow, ammunition (10 shots worth of bullets or bolts), potions to replenish your energy, scrolls and rune tiles.

There are 15 rune tiles altogether that combine in pairs to form ten spells. To help you further the scrolls each contain

one combination so you should be able to add magic to your skills. These spells allow you to move from one timezone to another (without a portal), see the contents of a lost chest, heal yourself, banish any nasties ont the screen and reload a weapon.

Finally you may also find the 8 character items that belong to the 8 great minds. These include a dagger, helmet, skull, map and book.

Giving the right object to the right character not only gets you nearer victory it may help you further by gaining you a useful object in a swap. You can try swapping another object but the likes of Bella the Witch, Stoneeye the Necromancer and Blackflay the Ghoul probably know the value of objects better than you do.

Hints

It takes a little while to get used to the games commands menus but soon you'll be ready to take on the Dark Ones. But before you stand any chance of success you'll have to master two things, time travel and searching.

The time portals must be mapped and used at the right time taking into account that the weapons only work in some of the timezones. For example the gun doesn't work in the Ice Age. So you should leave any none essential items until you return to that zone leaving your valuable object containers free for any objects you might find.

When you appear on a new screen you should quickly sketch it (freeze the game if necessary) so that you can work out some search patterns that allow to LOOK along a line of objects and always be near an exit as trouble arrives.

Perfecting this will not only find you more objects (you won't waste time looking somewhere twice) it will keep you a lot healthier.

Then with a bit of luck you'll find enough runes to try out some spells and potions to keep your quest going a little longer.

The great minds seem to like the runes a lot so when you find a spell combination that you could do without, such as Banish, you could trade those runes for the object the character has.

Conclusions

Timetrax is a fascinating mix of time travel, exploration and magic that forms a challenging game.

Although the controls are a little difficult to get used to (and are still difficult in a panic situation) they are effective and allow you to concentrate on the problems facing you. These begin with just staying alive, but later you will have to tackle rune combinations and trades with the games characters while keeping one step ahead of the dark ones.

Then finally, using your Mastermind skills you must not only find the correct four runes that will create the spell that will restore the fabric of time, you have to get them in the right order!

Your performance in your quest is judged at the end of the game and you are given a rating depending on how many monsters you have destroyed, spells you have cast, items you have returned and finally how much of the cosmic code you've discovered. The rating range from pudding and jester, through adventurer and warrior to the ultimate accolades, superhero and demigod.

The games graphics are impressive and feature an incredible amount of detail which adds to the enjoyment of the game which is completed by the atmospheric music that accompanies your valiant efforts.

My only criticism is the lack of a save game facility that could save a lot of time and frustration should you be mugged by the Dark Ones just as you're completing the cosmic pattern.

Timetrax is available for the C64 from APS and costs £9.95.

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING

Nova

Battle with dragonettes in Egyptian times

In your bunker — about to leap through a time portal to avoid the minions of the Dark Ones

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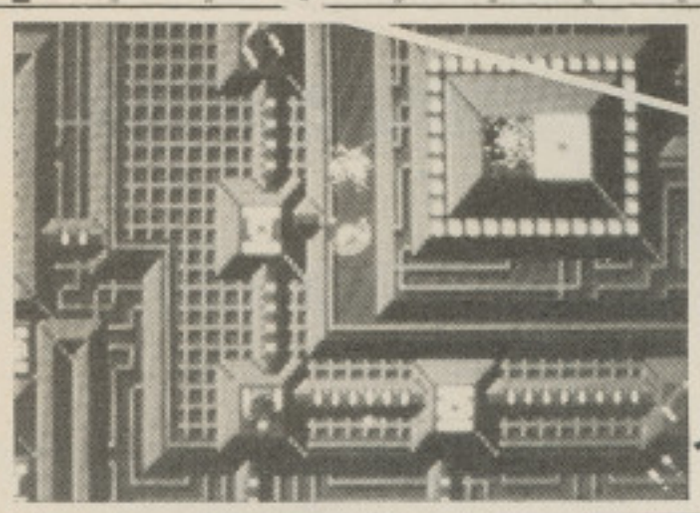

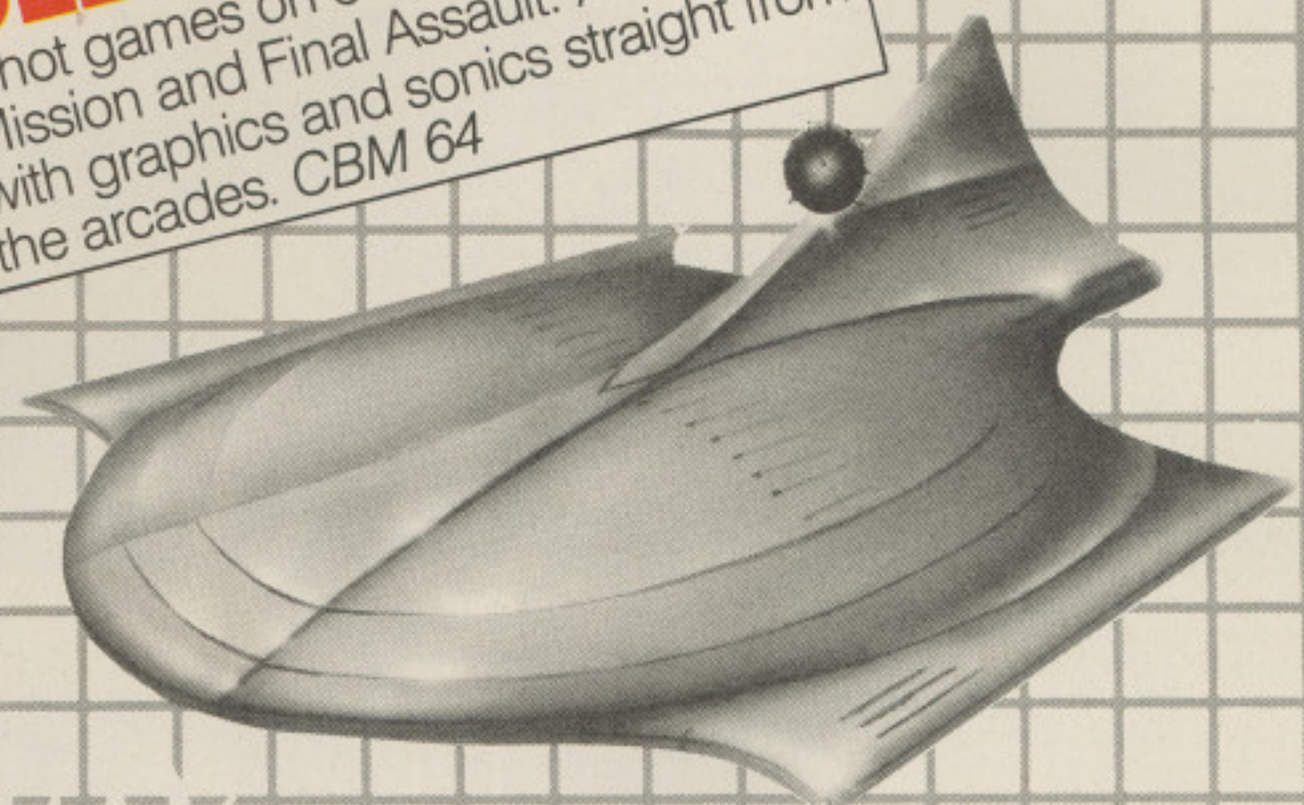

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THIS IS COLIN'S SISTER, VALDA!

COLONEL NORBERT SKVIDJIBOD AT YOUR SERVICE, MY DEAR!

I BET THAT'S NOT ALL YOU'RE AT, YOU SAUCY SAUSAGE!

SPYPP!

FAST WORKER...

C'MON... HE HASN'T SEEN AN EARTHWOMAN IN 7½ HOURS!

OI, GETCHER PAWS OFF ME SISTER, YER GALAH!

COOL IT, BROTHER... WE OUGHTA DISCUSS US GETTIN' YOU AN' YOUR SISTER BACK HOME!

I'LL TEACH YOU TO MIND YOUR OWN FLAMIN' BIZ...

C'MON, COLONEL - WHILE THE BOYS ARE PLAYING, YOU CAN COME FOR COFFEE ROUND OUR HOUSE!

CO P THAT, YOU RATBAG!

PAF

NO!

MOOST KIND

YOU SWEDISH, OR WHAT?

NORWEGIAN - BUT AM SWEDISH ON MY FATHER'S SIDE BEING - OOND SPONDING SEVERAL CHILDHOOD YEARS IN DOT COONTRY...

THAT'S NICE. COL AND ME ARE FROM SYDNEY.

DOT IS NICE TOO. MY FATHER'S NAME IS BJÖRN.

SOON...

MEANWHILE, BACK AT THE NIGHT-CLUB...

VERT A BEAUTIFUL OLT STARCRUISER! AH! THEY DON'T MAKE DEM LIKE DOT NO MORE!

THIS IS OUR HOUSE!

NOT A BAD PUNCH-UP! MAYBE I WAS WRONG ABOUT YOU BLOKES...

MR FITZGIBBON... PUFF, PANT... ASSUMING YOU'RE STRANDED HERE... WE CAN OFFER YOU AND YOUR SISTER A RIDE BACK TO EARTH!

THE SLOBVIANS WON'T LET US GO, I TELL YER!

OH, HOW WICKED YOU ARE, COLIN! YOUR FREEDOM IS OUR COMMON GOAL!

HORRIUN! THE EARTH-VESSEL'S COMPUTER IS NOW FUNCTIONING!

KZAK! STARSHIP COMPUTER REPAIRS

SEE? NOW AS MUCH AS WE SHALL MISS YOU AND VALDA...

VALDA... VALDA! SHE'S SHOT THROUGH WITH THE NORWEGIAN!

AH WELL, YOUNG LOVE...

MY EYE! SHE'LL 'AVE TAKEN HIM HOME.... GOTTA STOP 'EM!

LOOK, FITZGIBBON, THERE ARE A FEW THINGS NEED EXPLAINING ABOUT YOU AND THIS PLANET...

FUMP FUMP FUMP FUMP FUMP

I'VE TOLD YOU BEFORE ABOUT MINDIN' YER OWN, COBBER!

INSIDE THE FITZGIBBONS' STARCRUISER...

ARE THESE THE ONLY BOOKS YOU KEEP? SKETCHES OF ALIEN CREATURES?

GALACTIC CLUB 17TH SEASON

THEY'RE FROM THE COSTUME DEPARTMENT OF A TV SHOW WE HAD CALLED "GALACTIC CLUB"... COLIN GOT THE WRONG PACKAGE WHEN HE LEFT...

I THINK THIS IS THE ONLY PHOTO OF A HUMAN HE'S GOT... ME HAVING XMAS DINNER ON BONDI BEACH, TWENTEEE... LEMME SEE, ... TWENTY-SEVENTY-TWO!

2072? DOT VOS OFER A HOONDRED YURS AGO! I MUST GET TO DUR BOTTOM OF THIS!

ER.. LOOK, YER NOT ALLOWED IN THERE - COL WILL GO TROPPO IF HE...

VALDA, SOMETIN MIGHTY FUNNY'S GOING ON, AND I MUST KNOW VURT IT IS!

COLIN'S SECRET LABORITTRY

KEEP OFF

HEY, PLEASE DON'T TOUCH ANYTHIN'! COLIN SPECIFICALLY TOLD ME THAT IF...

THIS IS IT! OUTTA ME WAY, I KNOW WHAT I'M DOIN'!

HEY - YOU LIVE IN THAT BUSTED-DOWN OLD SPACE-TUB?

AHEM... THAT 'TUB' HAS JUST LIFTED OFF...

AW, CRIPES, NORBERT, I TOLD YOU NOT TO TOUCH NOTHIN'!

I KNEW I'D EVENTUALLY BE PUNISHED FOR THAT TIME I RAN AWAY FROM HOME! NOW ME HOME'S RUN AWAY FROM ME!!

NEXT MONTH: CONCLUSION CITY, YOU'RE NEVER ALONE WITH A CLONE, BOGLOIDS IN THE BATHROOM AND THEN SOME.....

STRATEGY

Title:	**Knights in the Desert**
Computer:	**C64/Atari (Disk)**
Supplier:	**US Gold (SSI)**
Price:	**£14.95**

"In the year 1096, knights in shining armour set out on the first Crusade, marching across Asia Minor to reach the Holy City of Jerusalem and free it from the invading Turks. Nearly a millenium later, in 1941, a similar scenario would be played out. This time, Crusader tanks of Great Britain rolled across the broiling sands of North Africa to repel invaders of a different sort — the armoured forces of Nazi Germany".

In an unusual wargame from the States (unusual not only because of this tripe on the cover sleeve but also as the Americans aren't involved!) you play Rommel as the German forces try to take North Africa from the British forces.

Confused? You will be when you try and read the instructions which are tough going even for an avid wargamer.This one is definitely not for beginners!

The game itself is an excellent simulation of the battle in North Africa, particularly around Tobruk, and includes incredible detail, not only in the units involved, but also the problems of supply and logistics.

In an easier game, such as Tigers in the Snow (reviewed last month) a unit must have a clear line of hexes to their home base to be supplied (have enough ammo etc to fight). In this game you have to maintain this line of supply to all units by means of a network of supply depots strung across the landscape.

Unfortunately these depots add a few more problems as they move a lot slower than the other units and are vulnerable to attack so you have to ensure that you don't push ahead too fast and outrun them.

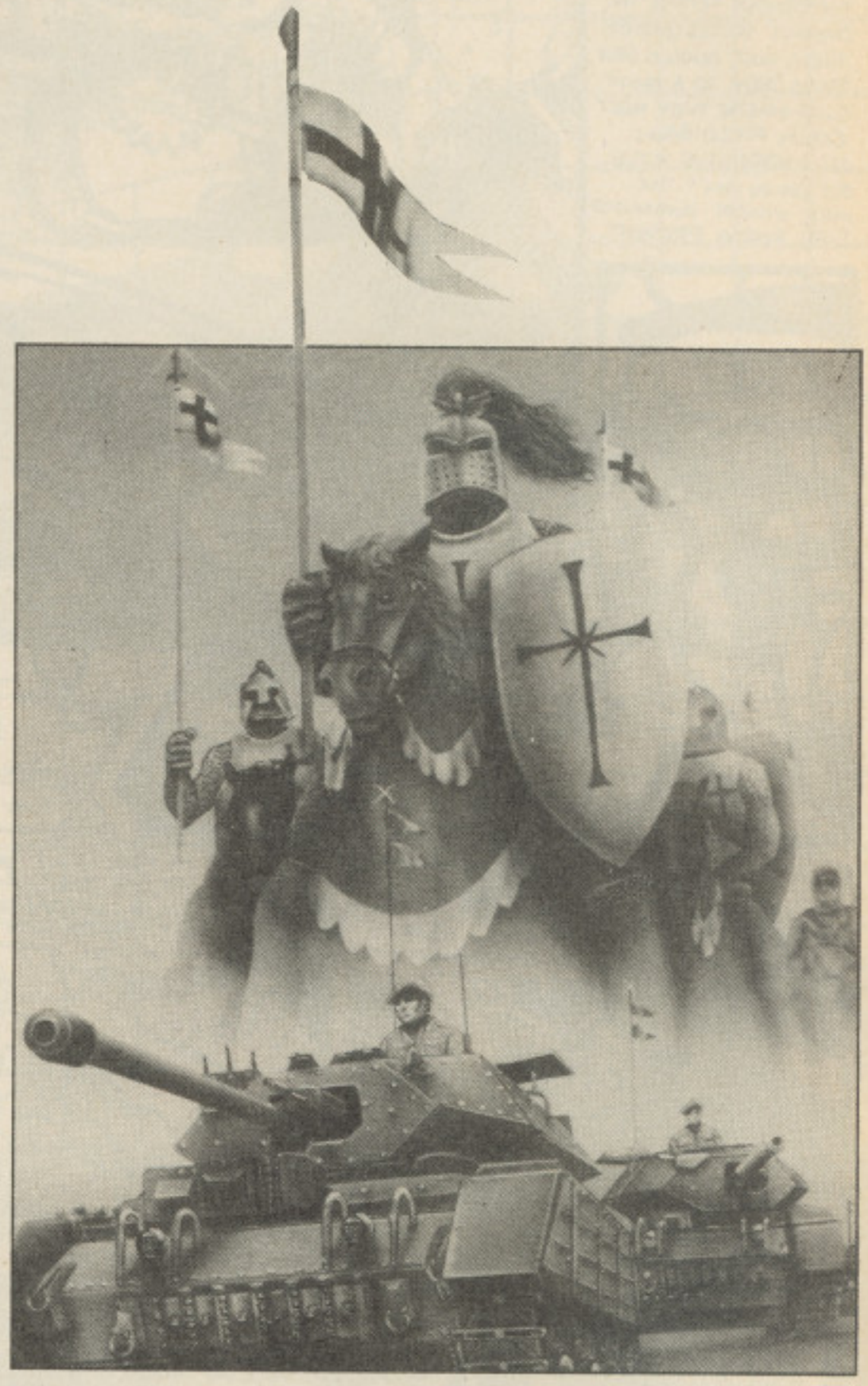
Another major headache that a commander will have to contend with is reinforcements. This may sound a little odd as everyone likes more troops. The problem comes when deciding where to put them as every unit seems to develop a desperate need.

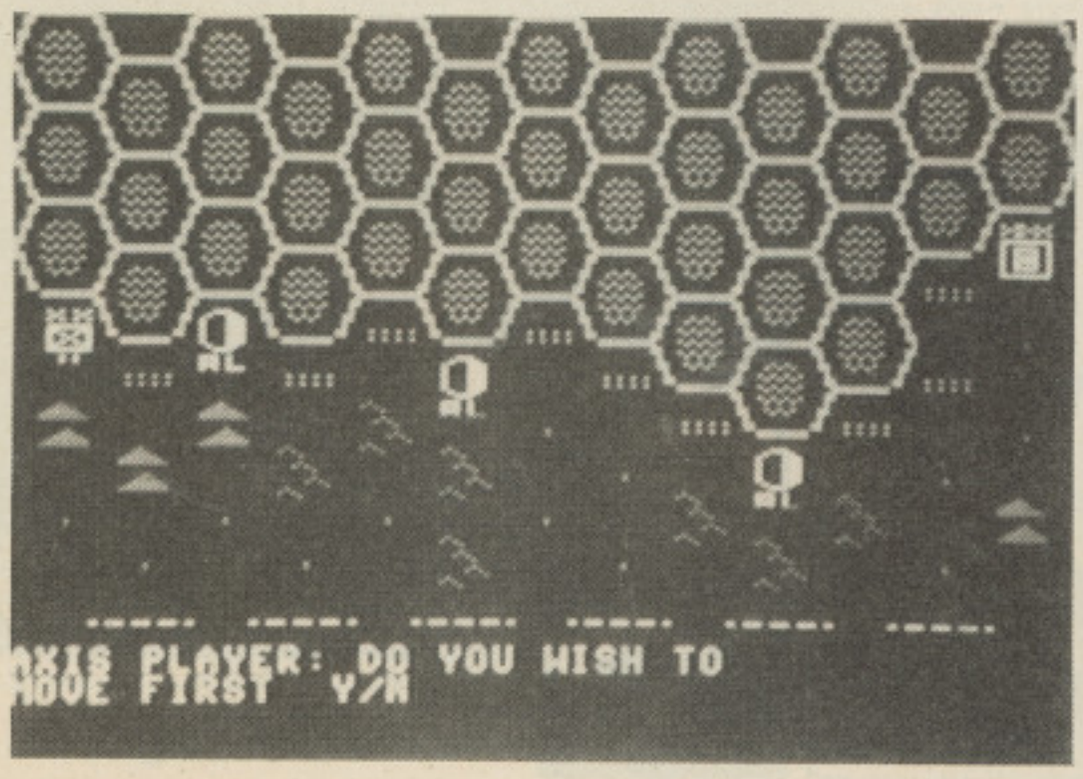
Knights of the Desert is a complex game as highlighted by the units themselves. They are represented on the screen by symbols (as in board wargames) which illustrate the units type (panzer, infantry, armour, mechanised, nonmobile), size (regiment, battalion, division, brigade or garrison) and nationality. For example the Allied side actually contains British, Australian, Indian, South African, New Zealand, French and Polish forces as well as some units that contained more than one nationality!

All this data produces numerical factors that determines the unit's combat strength, maximum number of reinforcements the unit can take, morale, the amount of supply it can carry with it, whether it is supplied or not, it's fortification level (how well it has dug in the defend itself) and the number of operation points it has. These operation points determine how much a unit can do in a single turn as points are subtracted everytime it moves or attacks.

This all provides a highly sophisticated wargame simulation so it's just as well that the program allows you to save it every turn as well as printing out the position of the units so that you can plan your next move on the train or bus.

Seasoned wargamers will revel in this depth and complexity but it will naturally deter beginners who would be better off playing a game like Tigers in the Snow before tackling this one. **T.H.**





PLANET RATINGS

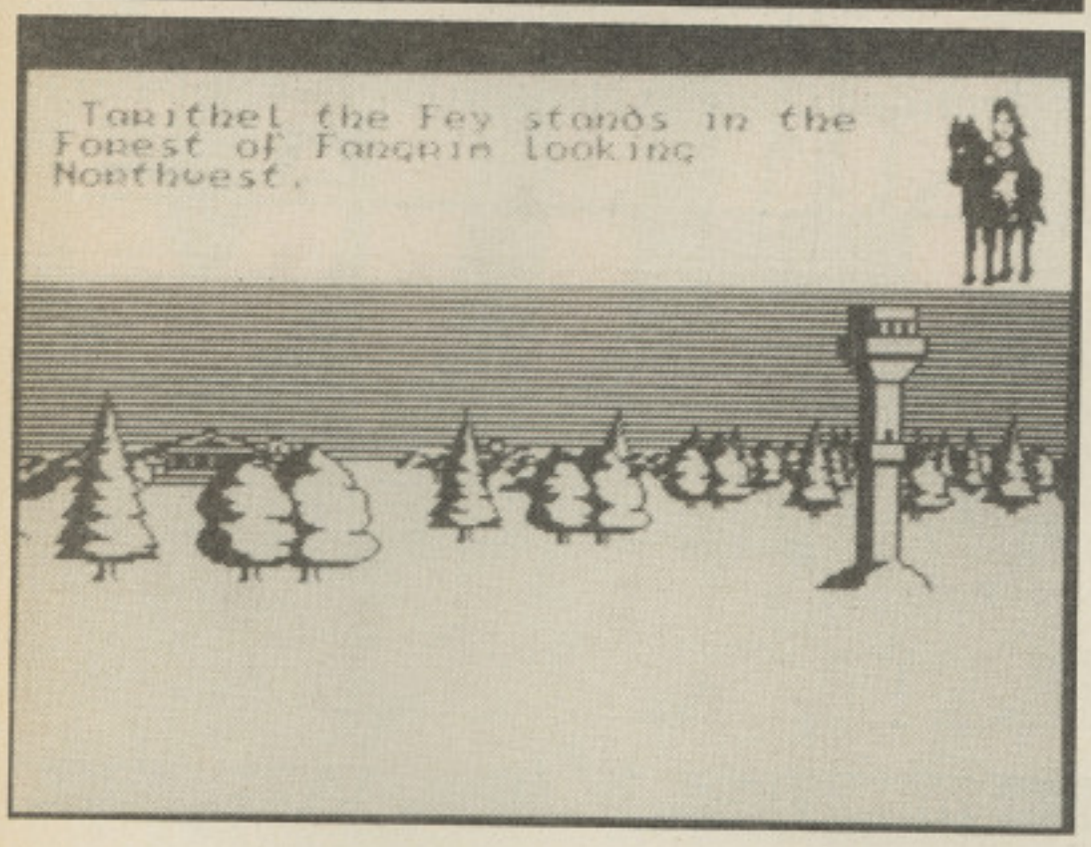
Originality	●●●
Graphics	●●
Use of machine	●●●
Value for money	●●●●

STAR RATING

Bright Star

REVIEWS

Title:	**Doomdark's Revenge**
Computer:	**C64**
Supplier:	**Beyond**
Price:	**£9.95**



Forget about windows, icons, mice and pull-down menus. A new age of user friendliness in computer games is dawning. No longer is it the done thing to have little booklets giving you the storyline behind complex adventure games. If you want to stay ahead of your rivals, you must now include an audio cassette in the package with someone reading the story to any would-be player just in case the effort of reading the story proves to be too much. In practice, C64 owners are likely to have more trouble finding a cassette recorder as of course the Commodore tape deck is useless for this purpose.

Doomdark's Revenge is the sequel to the highly successful Lords of Midnight. Originally written for the Spectrum only, popular demand ensured its conversion. The game is not an adventure as such for there is no text input but still contains the traditional quest ideas together with elements of wargaming as you explore the 6,000 locations, making alliances and fighting battles as you try to defeat the enemy.

The plot is complicated to say the least (hence the audio cassette) but basically involves Morkin having gotten himself captured by Shareth Heartstealer, Empress of Icemark who is determined to avenge her father — Doomdark. You take the side of the Moonprince Luxor as you attempt to find and rescue Morkin although you can also try to achieve total victory by defeating Shareth's forces in battle. There are also several artefacts to be found which will add to your victory.

The game starts with you controlling three characters (so your friends can play at the same time if you want). All commands are entered as single keystrokes either directly or from a menu. Examples of direct comands would be moving or checking on various items whilst selecting the 'choose' key would give you a menu of the options available to you at that particular time. Time plays an important part in the game — characters can only do so much in a day. When you have finished making your moves, a quick key press informs the computer allowing the forces of evil to move at night.

The outstanding feature of this excellent game is its graphics. Each of the 6,000 locations is illustrated from eight different compass points giving 48,000 landscaped views. Amongst the features you will come across are temples, fountains, pits, towers, palaces and underground passages. As you approach a building, so the persepective changes and the hut or whatever looms larger.

Doomdark's revenge is a massive game that will keep you hunched over a hot keyboard for a considerable length of time. My one reservation is that it takes a lot of getting into and considerable perseverance is required. The mixture of adventure and strategy though works very well and when coupled with the superb graphics makes this a game to be highly recommended.

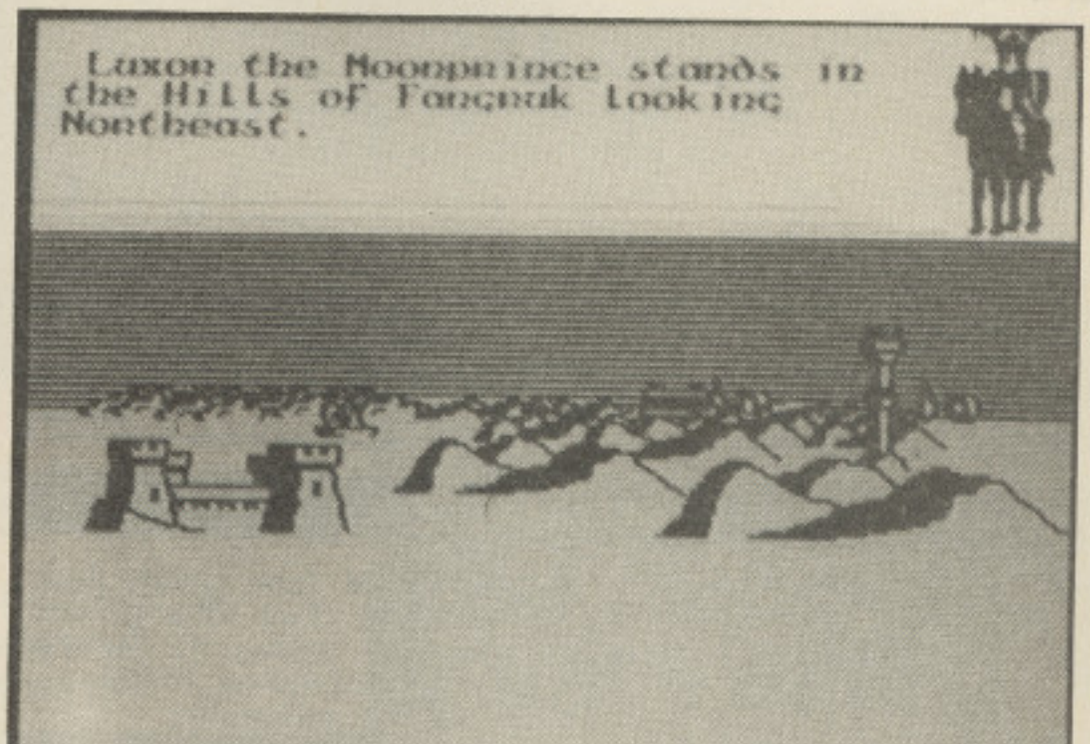
G.H.

PLANET RATINGS

Originality
Graphics
Use of machine
Value for money

STAR RATING

Nova



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READERS C-L-U-B

Big changes are about to happen in the Computer Gamer Readers' Club. Read on to find out more . . .

Nearly a year ago, Computer Gamer launched the first ever readers' club. There was a massive response — greater than we had imagined in our wildest dreams.

People applied from all over the world, and an age range from 6 to over 60. They received the club newsletter with up to the minute news, reviews, competitions, and answers to our puzzles. As well as free delivery of this, members also had the right to participate in our unique ratings system that means you can prove your games playing prowess.

So what's new? Well, due to vastly improved production schedules on Gamer, as well as bringing you even more current news and reviews, we can include the newsletter in the main magazine. This will give it a much wider audience — as well as keeping our post bill down!

The format will also change. From now on the club pages will be used for FREE contacts, in three sections.

Section one will be for clubs, so if you have a local computer club that you wish to promote, fill in the form and it will be included.

Section two will be for Sales and Wants, if you want to sell something computer related or you want to buy something then this is the section for you.

Section three, general contacts. This is a general section for contacting other people, if you want a computer pen pal, or want to start a club, or can offer help with a game, then include yourself in this section.

The general rules for these sections are simple. All applications MUST be on the correct form. 30 words maximum. All forms must be completed in block capitals. Personal only — no trade. We take no responsibility for the consequences of any sale or contact made. Include a large SAE for replies.

Contacting will work along the lines of a PO box system, except that it will be membership numbers. No addresses will be included in the ads, only a number. If you want to respond to an ad, then you send the letter to us at the following address:

Club Contacts
Computer Gamer
1 Golden Square
London W1R 3AB

With the number that you wish to contact written on the back. We will then forward the letter on to the appropriate person. If you are not a member of the club already, then you can always send your application in with your contact coupon.

All you have to do is fill in the following questionnaire (to help us identify your particular areas of interest) and send it to:

Reader's Club
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Do not enclose any other correspondence in the envelope — ONLY your application.

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To join the club, fill in this form and send with an SAE to us.

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